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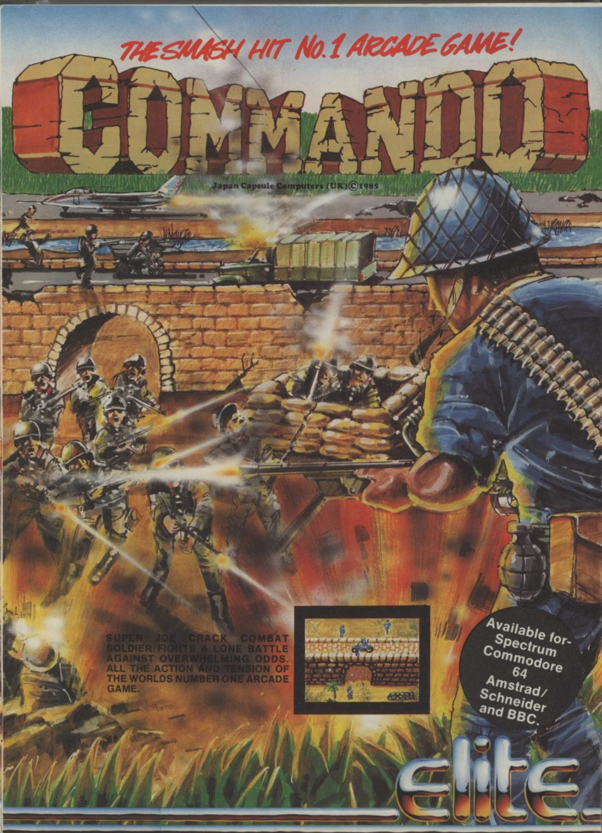
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CONT

THIS ISSUE

● Our cover feature this month is the new movie from Steven Spielberg — **Back to the Future**. We've an exclusive preview of **Electric Dreams'** game based on the film and the chance to win some great prizes in our Back to the Future Competition.

And if it's more competitions you want we've got loads of other goodies to give away this issue. The **Flintstones** ghettoblaster, Harvey Smith's hi-fi, plus tons of software for Spectrum, Commodore, Amstrad, Beeb and Atari owners in competitions you just can't afford to miss.

This month we've been overrun by the Bughunters — there are a whole five pages of Jerry Paris' fantastic cartoons!

Then there's our amazing **Starquake** map complete with exclusive playing tips from Stephen Crow — the author of the game. Plus a terrific reader's map of Ultimate's **Blackwyche.** from the very talented Mark Clements.

Plus pages of game programs a FREE, totally exclusive **Tau Ceti** poster, and your **Lord of the Rings** pictures.

We've also gone totally over the top on war-games. Pages of reviews of the latest and greatest strategy games plus — you guessed it — a competition. And you can also discover why the *C+VG* Hit Squad went into battle at the **Combat Zone.**

You'd be mad to miss this issue of your favourite computer magazine — so stop browsing and rush to the nearest check-out and BUY it! You know it makes sense . . .

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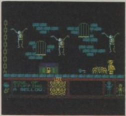

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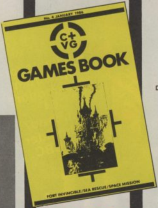

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- The hottest hot gossip this issue is all about Activision's C64 blockbuster **Koronis Rift**, but we also take a look at Beyond's **Enigma Force.**

14 REVIEWS

- The amazing **Swords and Sorcery** is our Game of the Month, but there're a few games giving it a close run for its money, like Elite's exciting **Commando.**

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YOUR LIFE IS OVER CHAMPION
I GIVE YOU ONE MORE LIFE
CENTRE POINT
YOUR LIFE IS OVER CHAMPION
I GIVE YOU ONE MORE LIFE

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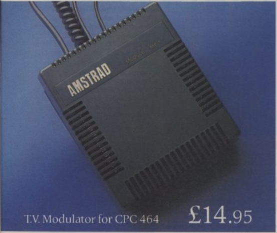

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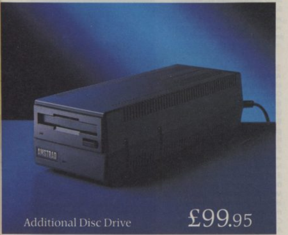

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Amstrad owners start out happy, and get even happier as time goes on.

The first delightful discovery is that both the CPC 6128 and the CPC 464 are complete and ready to use as soon as you get them home.

The CPC 464 comes with built-in datacorder, and the CPC 6128 with built-in disc drive. And both have either a full colour monitor or a green screen.

But Amstrad owners can become even more attached to their computers with the simple addition of the peripherals featured here.

They'll make your Amstrad faster, harder working and more entertaining.

And they're very easy to attach. Simply plug in, and away you go, there's no need for extra interfaces.

You may of course wish to get into some even more serious computing, for which you will need the Amstrad RS 232C specialist interface. This opens the door to modems, networks, and serial printing.

But whichever additions to your Amstrad you care to make you'll find their low prices an additional pleasure.

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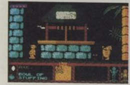
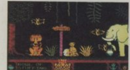
NEWS

The long-awaited new Wally adventure, **Three Week in Paradise**, will be out soon. Meanwhile take a look at these exciting screen shots from the game which also stars Wally's wife Wilma and little Herbert — all lost on the Silly Isles. The game won't use Mikro-Gen's Mikro-Plus system — but the Wally people promise even better hi-res graphics and more adventure. Three Weeks in Paradise will cost £9.95.





Lothlorien's **Waterloo** is now available for BBC owners, price £9.95 on cassette and £12.95 on disk.

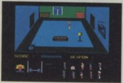
Desert Rats, dealing with the North African Campaign in 1941-42, is the latest war game from **Arnhem** author Bob Smith.

It recreates Rommel's arrival in Tripoli to the Battle of El Alamein, including Operations Battleaxe and Crusader and the Battle of Gazala.

Desert Rats has a scrolling map with six scenarios for one or two players.

The game is packed in an A5 video case and comes with an instruction booklet with historical background notes of the campaign and maps and photographs. **Desert Rats** is released by CCS on the Spectrum and Amstrad, price £9.95.

Here's a sneak look at Domark's **Friday 13th** spoof horror game. As you can see there are ten characters involved in the game — you select one to control. Then you have to get the rest of the characters to sanctuary — the place where you've placed a cross. Some will come willingly. Others need more persuasion. And any one of them just could be Jason — the maniac knife wielding killer! The game takes place in and around the Crystal Lake holiday camp. A nice touch is the "scareometer" in the left hand corner of the screen. As more characters get killed off the little icon's hair gradually sticks up further and further...



Wet Zone, a BBC conversion of Imagine's multi-screen shoot-up game, **Arcadia**, is to be distributed through Micronet 800.

Phil Godsell, Micronet's Software Manager, says: "It's very exciting to have the exclusive distribution rights to a game as good as **Arcadia**. It may have dated a little but its speed is as challenging today as it always was."

If you haven't been hiding in a closet for the last few aeons you would have heard of MUD — a modem mega dungeon which has amongst its multitude of features an allowance for conversation between characters playing the game.

Now schools and user networks can play it too! Three MUD addicts from St. Albans School in Hertfordshire are writing their version of the game with up to 2000 locations and inter-character chat facility!

The winner of *C+VG's* **Russ Abbott** competition is 12 year-old Craig Lovalce from Garboldisham in Norfolk. Thanks to **Probe Software**, the people behind the soon to be released Basildon Bond game, Craig will get to appear on stage with his hero and win a few other goodies too. Craig's joke for Russ went like this: "Why did the hedgehog cross the road? To see if he had any stomach..."Urg! Despite the joke, Fergus McGovern at Probe Software chose him as the winner. Watch this space for more details of Craig's starring role in the Russ Abbot show!

Rabbit, rabbit, rabbit . . . Heard the latest gossip? Rabbit Software has been re-launched by Virgin Games.

On offer are four "mid-price" games selling at £3.99.

They are **Zyto** (CBM 64), a multi-screen arcade game in which you have to assemble a bomb; **Doriath** (CBM 64), adventure into magic labyrinths guarding a dark secret; **The Great Fire of London** (Spectrum 48K), involves you in a bid to change history by putting out the fire; **High Rise Horror** (BBC B), ghost hunting in a tower block.

Here's your chance to become a cartoon scriptwriter for *C+VG*! Over the last couple of issues we've been running a cartoon strip drawn by ace artist and would-be Rambo **Ian Ellery** using his trusty Spectrum and Grafpad. Like all goods artists, he's great when it comes to drawing — but if he has to write anything, well, nuff said. So what we want you to do is write some scripts for *C+VG's* Fowl-Up strip. The best scripts will be drawn up and printed in forthcoming issues.

What are you waiting for? Send your scripts to Computer and Video Games, Fowl-Ups, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Imagine collecting around £12,000 for just 18 minutes work. But that's what happened to 15-year-old Juan Manuel Perez Vazqeux.

Juan — who believe it or not is married — beat more that 30 other people to win Firebird's Gyron competition where the prize was either a Porsche 924 or the cash equivalent.

A simultaneous play-off of a specially adapted version of Gyron was held in three countries.

In the United Kingdom, 28 people met in London to crack the 3D maze game, two people in Copenhagen and Juan in Malaga.

Programmer Ricardo Pinto designed the special verison of Gyron to be completed in about 1hr 45mins. The best time managed in London was 1hr 37 mins. But then news of Juan's staggering time of 18 minutes came through.

At first there was stunned disbelief. But the time was confirmed by Firebird's man in Malaga.

A surprised Ricardo said afterwards: "He did not damage his ship once. He must have sat down and gone through the game perfectly."

Herbert Wright, Firebird's Project Manager, said: "I told him he had won in very bad Spanish. His parents are in a state of shock."

Juan's reaction to the news was apparently stunned silence. He was probably busily converting £12,000 into pesetas.

At last some NEW Atari software! **Mediator** comes from English Software and will be available just in time for Christmas priced at £8.95 for the cassette, £12.95 on disk.

Mediator mixes medieval and futuristic themes — with a doomesday machine and killer trees(?), slime creatures and dream monsters.

Your job is to seek the Good

ENIGMA FORCE

Top creative group **Denton Designs** are likely to do their reputation no harm at all with their latest brainchild entitled **Enigma Force,** the long-awaited sequel to **Beyond's** *Shadowfire*, writes David Bishop.

Although slow, and sometimes tedious to play, *Shadowfire* represented a courageous step forwards in game design and this momentum has been continued with **Enigma** which follows the further adventures of the Enigma team AFTER they captured the Republican dictator General Zoff

Shadowfire was a strategy game relying primarily on elegantly designed icons and status windows to provide a graphical tapestry which wasn't quite convincing.

Enigma, while retaining icons as a means of playing the game, has a much more fluid feel to it. You actually see the results of your instructions to the team unfold in real time in the top half of the screen.

THE STORY SO FAR...

While escorting the captured General Zoff to the Emperor's homeworld to face trial he escapes by concentrating his awesome psionic powers on the guidance system of the Enigmacraft which plummets helplessly towards the surface of a planet.

The next thing you remember is coming round beside the ruins of your ship. Somewhere in the back of you mind you recall the computer's last message concerning destructor tugs on their way to destroy the planet.

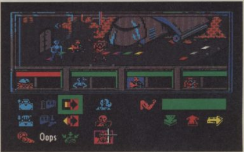
Meanwhile, back at the plot, reptiloid stormtroopers, loyal to Zoff, are locked in battle with the Insectoid inhabitants of the planet.

YOUR MISSION

You must find the Insectoid leader and enlist his support in locating Zoff before the planet is destroyed. Then you must discover the whereabouts of the last remaining spaceworthy craft remaining on the planet.

INNOVATIVE GAME CONTROL!

You play the part of the Enigma team leader. Each of the four members of your team possess particular skills which must be exploited to the full if your mission is to be successful.



A bewildering array of icons are displayed on the lower half of the screen. These are divided into the following sections: command, movement, characters in present location, objects in location, objects carried by character in play.

Your team can explore the planet's underground complex room by room and you can give each member a stack of up to eight instructions (five on the Spectrum version) at any one time such as: select charter/pick up/explosives/move left/move up/drop explosives/move right/activate explosives/pick up tool kit etc.

The beauty of this game is that you don't have to sit and watch all this happen if you don't want to, instead you can be off instructing somebody else in a different part of the complex!

Add to all this a generous helping of reptiloid baddies, sprinkle a few fleeting glimpses of the General and garnish with some superbly atmospheric music and you have the recipe for an extremely interactive and sophisticated arcade strategy game which, from the "80% previewable version" we at *C+VG* had to tinker with, could prove to be a watershed in game concept and design.

Mediator and end all this chaos. Two players can play this all action arcade adventure with lots of nice touches. Watch out for it.

Mediator will also be available for the Commodore 64/128 at the same price.

Wargamers can now create their own battles with **Battle Builder** from Lothlorien. It will cost £9.95 on the Amstrad. On the Commodore it will be available for £9.95 cassette and £12.95 disk.

Yeehah! Ultimate are out gunning for you with two of its latest releases. The Wild West is all the rage, it seems.

First there's **Outlaws** on the Commodore 64 and **Gunfight** for the Spectrum and Amstrad. Read the reviews in next month's *C+VG*. We'll shoot from the lip.

All the titles sell for £9.95.

The quality of the last few games hasn't been up to their usual standard and the *C+VG* review team hope that Ultimate can prove themselves number one with this new batch of games.

HOT GOSSIP

VA-VA-VOOOOMMMM!! The shell roared over my head. I dearly wanted to dive into the nearest pit for cover.

"All right men, this is IT. You must invade and investigate the enemy rifts and capture any equipment along the way."

I trembled at the thought of combat, but there is no escaping it now, *C+VG* demands I do my duty.

I leapt on to the surface rover, flipped the lid back and slowly clambered inside, my blood pumping fiercely through my veins . . . "Go for it!" I told myself . . . And I DID.

Welcome to **Koronis Rift,** the latest game from those wonderful Lucasfilm/Epyx people. **Koronis Rift** is the third title — **Rescue on Fractalus** and **Ballblazer** being the other two — to come from this combination.

The two previous releases were fast paced all action encounters, but **Koronis Rift** has a laid back slant that gives it an edge. **Koronis Rift** may not be as playable as its predecessors

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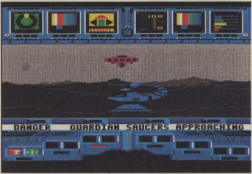
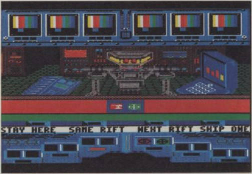


DANGER GUARDIAN SAUCERS APPROACHING



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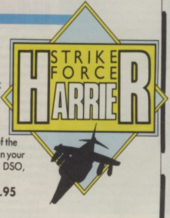
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◀ continued from page 9

but it makes up for it in depth.

The aim of the game is to leave the comfort of your mother-ship and investigate the planet below which is called Koronis. The planet holds great wealth in the form of weapon systems and all you have to do is pick the planet clean.

If only life were THAT simple. You have a Surface Rover at your disposal to get around the planet, and a repo-tech robot that investigates and retrieves booty in any hulks you find on the planet surface. And a Psytek Science Droid that stays on the mother-ship waiting to analyse the booty you bring back.

When you start your mission on the planet surface you are faced with a drivers-eye view out of the Rover and a bevy of instruments. The instruments are crucial for a successful mission, they include a scanner showing where hulks are on the planet surface, what additional systems are aboard, engine status, speed, power reserve, weapon reserves and shield status.

The screen is split into two sections, the top half shows the planet, the bottom half is the control area. Here you can choose from a variety of control options, use a new weapons system, control your Repo-tech robot, call the mother-ship, instruct your Psytek Droid in the mother-ship and set game parameters.

You can move around the planet quite easily, simply move the joystick left or right to face the direction desired and push the joystick forward to accelerate and backwards to stop.

As you move about you face an undulating landscape of mountains and plains that give a rough ride if not taken seriously. By using the scanner you can locate the hulks quite easily. When found, the Repo is sent to loot it. However, alien ships attack you and they must be destroyed before Repo can return to the Rover.

You can then return to the mother-ship with the booty and store it, or continue onwards, with it in storage on the Rover. If you return to the ship the Psytek Droid takes over and you can view its examination of the booty.

The goods are passed to Psytek on a conveyor belt and you then decide whether to dismantle it and get Hilocredits, lolly to you! Analyse (show efficiency, power and value of the object), exit ship (go back to planet for more), or end trip and thus save your current position to disk for play at a later date.

I do love this bit, the Psytek Droid has such tasty, little cherry eyeballs (yes, cherry!). As he logs your booty into the mother ship his arms and eyes peruse the goodies closely.

There are twenty rifts to work through and as you move through each rift you will discover new weapon systems that you will have to save for use on higher rifts.

There are a host of twists and strategies to follow and a little jotting pad will prove useful if you really want to crack all twenty levels.

Along the way you will find items like new laser packs, power reserves, special radars and many alien forms (needing many DIFFERENT weapons and attack strategies).

The graphics work well, in fact I would say they are better than **Fractalus** on the 64. You do get that feeling of movement in the Rover and the landscape is not hollow 3D; it is created with fractal arithmetic and plotted in solid form.

I have a little moan over sound, it was OK but could have been a whole lot better with a little more imagination.

My version came on disk and loaded very quickly indeed.

Koronis Rift will be released by Activision at the end of November, it will retail for around ten pounds on cassette, and £12 on disk.

I do have to apologise for the lengthy descriptions given in the review this month, BUT they do give an indication of the depth of this game as well as the audio/visuals.

Koronis Rift is very playable, but this is NOT what this game is all about. It offers excellent presentation, play and DEPTH as a package.

It will keep your interest for many an hour. Its strategic tentacles will slowly embrace your brain — urging you on to go for "just one more rift!".

■ I must get my eyes checked! In the November issue of *Computer Gamer* the front cover featured a picture of a certain winter sport and the claim that **Winter Games** from US Gold was reviewed exclusively in that mag. Wel, it just isn't so!!

Commodore User also feature a full blown review of Winter Games the same month. Maybe next month...

■ A recent chat with US Gold Supremo **Geoff Brown** proved interesting. He has just taken delivery of his new car, a rather stunning red **Ferrari.** Just how much did it cost him? It leaves little change from £74,000.

Talking of cars I hear the **Ultimate** team are gearing up. The team had driven **Porsches,** but **Tim Stamper** felt like a change, so he has taken delivery of a new, red — colour of the month? — **Lamborghini.** What's the number plate? Why, TM 19, of course!

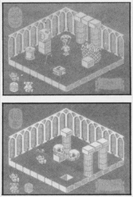
■ A little gem passed my desk this month. It was a press release for a new game based on surfing. The press release includes industry quotes on the products. The editor of **Sinclair User, Bill Scolding,** was quoted as saying: "This game enriches the game player's existence."

■ All you Atari fans can now sleep tight. **Elite** has been converted to the Atari and has entered the Atari top ten chart in the magazine **Atari User.** Strange no one told **Firebird** about it!

■ I recently had a sneak preview of **Radar Raiders** on the new Commodore mega-machine, the **Amiga.** Phew, it is a flight simulator with strong arcade elements. The graphics, sound and playability are hard to believe. The new generation of computer games is truly starting to arrive. I'll keep you posted on this one.

■ Could this be the world's first slapstick computer game?

Sweevo's World from **Gargoyle Games** is all about the adventures of an accident prone robot called Sweevo. He's the sort of chap who gets everything wrong — but he's been given the chance to redeem himself by sorting out the problems on a planet once owned by the extremely odd Baron Knutz and his wife, Hazel.



Are Gargoyle having a subtle dig at Ultimate? Will Sweevo make you laugh? Will *C+VG* have a review of this graphically excellent and funny game next issue? You bet!

☐ **Remember to check out The Eidolon, a fantasy action game from Activision, which should now be on the shelves of your local software store.**

C+VG **grabbed the chance of a sneak preview of the game and we reckon Activision has another winner with this Lucasfilm game.**

Transported by the Eidolon, a strange 19th Century time machine, you find yourself in a maze-like world of magical caverns filled with weird creatures.

The graphics are first class and with 20 levels to explore it should prove fiendishly difficult to solve.

Activision also has another Lucasfilm game out, Koronis Rift. It's about a techno-scavenger, a kind of robotic hyend, scouring the fabled planet of Koronis for its ancient technological treasures.

Mapping fans will have a field day with this one. You even have to map the mountains.

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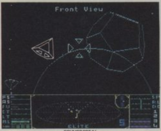

COMMODORE 64

You take command of a Cobra MK III combat craft and trade with alien cultures on over 2000 planets in eight galaxies.

Pick your destination on the starmap, check the computer's 4-way viewscan – and make your first jump into hyperspace.

Starting with 'Harmless' status, you pick up combat skills to win ratings of 'Average' to 'Dangerous'.

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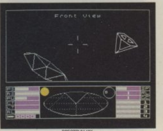
It's dangerous all the way.

"To play it is to be entranced, enthralled and ensnared… stunning." (Computer & Video Games Magazine).

"A brilliant game of blasting and trading… **truly a mega-game**" (Gold Medal Award, Zzap! 64 Magazine).

"One of the most imaginative games ever designed to run on a home computer…" (Crash 'Smash', Crash Micro Magazine).



SPECTRUM 48K

Elite is here now for the **Commodore 64** and **128** and **Spectrum**, and (very soon) for **Amstrad** and **MSX** too – complete with Manual, Novel, Control Guide, Ship Identification Chart and more.

Elite.

Be dangerous.

*Zzap! 64 Magazine.

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GOLD EDITION

KEY

GRAPHICS
Are they really mind-blowing 3D technicolour visions like the adverts tell you — or does it look like someone has simply scribbled on the screen with a magic marker?

SOUND
Does the game sound like a Duran Duran LP played at half speed? Or does the noise from your micro knock you half way across the room? The *C+VG* review team don't play games with their ears blocked up you know!

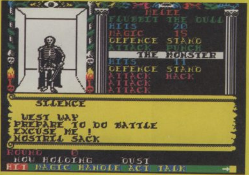
VALUE
Is the game really worth all those pennies? Will the novelty last? Is it worth going without *C+VG* for a month because your parents won't come up with the extra pocket money? Or could YOU write a better game?

PLAYABILITY
Will you be playing until the early hours of the morning as you attempt to complete just one more screen? Or do you fall asleep the minute the intro screen appears?

BLITZ GAME

BLITZ GAME
C+VG's way of telling you that the game must not be missed!

SWORDS AND SORCERY



```
MELEE
FLUBELT THE DULL
HITS       20
MAGIC      15
DEFENCE  STAND
ATTACK   PUNCH
  THE MONSTER
HITS       11
DEFENCE  STAND
ATTACK   HACK
ATTACK
ATTACK

  SILENCE

 WEST WAY
PREPARE TO DO BATTLE
EXCUSE ME !
NOSTRIL SACK

ROUND      0
 NOW HOLDING      DUST
HIT MAGIC HANDLE ACT TALK
```

- **Machine:** Spectrum
- **Supplier:** PSS
- **Price:** £9.95

Swords and Sorcery has been the root of many rumours in the Spectrum world. Remember *Psyclapse* and *Bandersnatch*? Of course you don't. Those games never got beyond fancy adverts. PSS have taken a much more sensible attitude. No hype. They let the game speak for itself.

When Spectrum owners hear the name, a frequent reply is "Ooh. So it REALLY exists?!" Well, it most certainly does, and it's been worth the wait.

There is a quite phenomenal amount of paperwork with the cassette. About thirteen A4 pages. The first few hundred words give an introduction. The authors have made a brave attempt to make the somewhat humdrum plot sound interesting. The aim is to venture into the darkest recesses of the dungeon, and return with a suit of armour. Honest!

Okay, not the strongest of plots. But I for one would rather go looking for a suit of armour than picking up every sparkling trinket that comes to hand!

One of the elements which sets *S&S* apart from anything else is that is only uses six keys.

Do not despair, purist adventurers! Three of these are used for movement (turn left, turn right and walk forward) whilst the other three are used in conjunction with the fiendishly simple menu system. More on that later.

The screen is set up into various sectors. There is a wide band for text (insults, greetings and war cries) in the lower-middle area.

The menu system is not easy to explain fully (it took PSS four pages, and they wrote it!). If you imagine a line of text at the bottom of the screen with the left-most command highlighted; "HIT magic act talk use"

Now, two keys will move the line left or right, highlighting each new command as it reaches the left hand side of the screen, and the third will select the option.

Each of these base commands will then produce a sub-menu. "Hit", for example will display the various forms of attack you can use. IF you're holding a sword, you could HACK you opponent.

Magic works on the same principle, when you select the desired spell, there is as suitable special effect, and the program will inform you how well it worked.

Handle and Act are very similar. Both allow you to manipulate objects. The easy way to remember is that, generally, Act is for objects on the ground and Handle is to use something you are already holding. The Act menu also allows you to jump, which (logically) causes the scenery to go down for a second!

The graphics are very good. Each monster (there are nearly 50 different species) will loom out of the murky passage in 3D before confronting you. All are clearly identifiable (and a little daunting!).

Also chests and various other objects, like bottles of wine and sandwiches are drawn.

Talking to the people you meet is great fun! You can be friendly or unfriendly, depending

Dino
Wooly
Baby Puss
Pebbles
Wilma
Fred
Barney
Betty
Bamm-Bamm

THE FLINTSTONES

- **Machine:** CBM 64
- **Supplier:** Quicksilva
- **Price:** £7.95

Yabba-dabba-do! It's good old Fred Flintstone and he's dabbling in a bit of stone-age construction work.

In Quicksilva's adaptation of the famous cartoon series — programmed by the Taskset people — Fred is starting out life in Bedrock, Fred's needs are simple. He wants a house and a wife. So he sets about building a house and finding Wilma. Building a house isn't as easy as it sounds. There are rock-dropping pre-historic birds, wild tortoises, dinosaurs and Fred's pet Dino who keeps getting under foot. All of these can hinder Fred's efforts.

First he has to clear a space for his new home. Picking up the rocks and taking them to a tip for points. Then he must use more rocks, round ones this time, to begin building his home.

● STARTS HERE ▶

Once he's got the first level constructed Fred finds he needs a bit of assistance — in the shape of a dinosaur. Fortunately for Fred, Bedrock is growing around him and one of the first new buildings in the city is a Dino-Hire centre. But to hire Dino, Fred needs cash so he has to go and pick up some cash at the rock quarry.

Once he's forked out for a Dino he can use it as a step ladder to get the rest of his house finished. Then he has to persuade Wilma to come home with him so they can set up home together.

Once he manages to do that his life can begin in earnest...

The game isn't as easy as it sounds. You'll need to make a map as you move from on you mood, insult them, bribe, threaten, or shout at them. The computer will concoct a suitable combination of the creature's name and another phrase. The characters will respond — often physically!

Something I found a little frustrating was the speed of combat. It is very easy to panic after being attacked, and completely miss your desired option. Instead of hacking at a skeleton, I found myself trying to pick the lock on a sandwich! This is easily corrected, and very rarely fatal.

As in *Dungeons and Dragons* — and some superior games — your character has a list of attributes which will help him through his quest. These determine whether it is feasible to ask Kevin The Strange to eat the chest.

To complement the living foes you will encounter, PSS have also included a number of other traps. The standard "dirty-great-hole-in-the-middle-of-the-floor" crops up, as well as a number of more inventive things, like moving walls, matter transmitters and magical barriers.

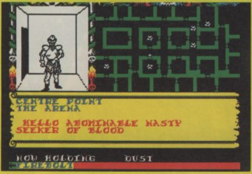
Sometimes "You sense a trap" will appear on the screen. PSS say that jumping is a good way to escape these, but I always jumped into a "dirty-great-hole-in-the-middle-of-the-floor"!!

PSS are planning many add-on modules to expand the game — three more dungeon levels available in December and The Village module — used to enhance your character's skills and abilities and The Arena which allows you to get involved in combat with other players.

For real fans there are badges, t-shirts and posters!

This game can't be classified. It's unique. When it eventually hits the shelves of you local store, raid your piggy-bank!

● **Graphics**	9
● **Sound**	7
● **Value**	9
● **Playability**	8



location to location otherwise you're in danger of getting lost in Bedrock. Other buildings are being constructed as Fred works away — these help you to work out just where you are.

The buildings include a service station. a health club, and even a drive-in cinema! Wilma hangs around the health club and the burger bar — so if Fred needs a bit of added encouragement he must find her.

Finding Wilma increases one of two energy levels shown at the top of the screen — and makes his heart beat faster, shown in another window at the top of the screen. Don't let Fred lose heart — or he'll give up the building trade.

The graphics are excellent — recapturing the atmosphere and humour of the *Flintstones* cartoon series perfectly. Fred looks as if he's walked directly off the cartoon "set" and into the computer game.

He walks and moves just like his cartoon counterpart — and there's a nice routine when he falls over a dinosuar or mad tortoise. He sits on the ground and shakes his head trying to make the stars in front of his eyes disappear.

The background graphics are excellent — and the sound, especially the Flintsones theme tune is great.

Gameplay is challenging. It'll take you quite some time to master building the house and avoiding the hazards. But it is difficult to work out just where you are in the city until a few landmarks start appearing — a pen and paper beside your 64 will be helpful.

● **Graphics**	9
● **Sound**	9
● **Value**	9
● **Playability**	9

I OF THE MASK

- **Machine:** Spectrum
- **Supplier:** Electric Dreams
- **Price:** £9.95

Sandy White, the man who turned the games world upside down with *Ant Attack* is set to do the same with the surreal *I of the Mask*. Once again Sandy has delved into the mysteries of 3D and has come up with a stunning new concept.

The game features some of the most original graphics ever seen on the Spectrum.

The idea of the game is this. You and your Jet Suit have been entered in the Space Trials on Planet Newgama III. You've been dumped in the middle of a Hitchcock-style maze with crazily leaning walls and the odd force field.

Your job is to reconstruct a long lost all-powerful robot. You've heard that this robot is the most awesome creation in the galaxy. So awesome that its creators decided never to put all the bits together. They hid them within crystals — themselves hidden within voids or "universes" within the maze.

You want to get the robot together and use it to rule the universe.

You must search the maze for the universes containing the crystals. Each universe holds three floating crystals. You have to select which crystal holds the part of the robot you need. Other crystals contain extra ammo for your laser — another will beam you to different parts of the maze.

Choose the right crystal and a huge section of the robot will float in front of you. Then you must bombard it with laser bolts to shrink it to a size you can carry.

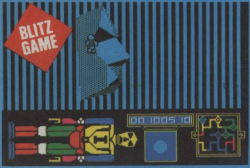
As you collect the parts they appear at the bottom of the screen.

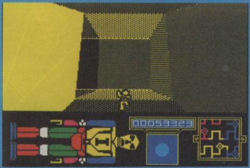
The last bit to collect is the mask. This hovers menacingly before you at the start of each game. And glares out of the screen. daring you to enter the maze!

If you collect the mask first then you could be in trouble! You'll need lots of energy to complete the game — and it runs down really fast.

The graphics — the spinning crystals, robot parts and the crazy maze — lift this game away from the run-of-the-mill arcade adventure.

● **Graphics**	9
● **Sound**	6
● **Value**	9
● **Playability**	9





● CONTINUES ON PAGE 17

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PANZADROME

BLITZ GAME

- **Machine:** Spectrum
- **Supplier:** Ariolasoft
- **Price:** £7.95

It's a far cry from adventures to an all out "total destruction" shoot-'em-up. But the RamJam Corporation have taken that big leap for programmers — and come up with a winner.

RamJam are better known for that devious and amusing adventure *Valkyrie 17.* The tutonic flavour remains in *Panzadrome* — but in name only. The game goes like this...

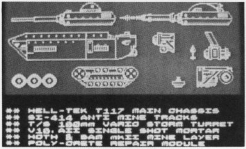
You find yourself in control of a Hel-Tek robo tank deep inside the enemy Panzadrome. Your job is very simple. Get out there and destroy the 25 reactors dotted around the enemy city.

Once you've loaded the game you see a blue-print of the bits of your tank with a technical specification below it. The computer sticks all the bits together for you and then it's out onto the battlefield.

Your first task is to find the Polycrete plant. Without a Polycrete module on your tank you can easily get trapped. Craters appear when you get shot at or when you destroy an enemy tank — and you can't cross them unless you've got some polycrete on board to fill the hole! Beginners will find themselves making good use of the quit key!

The graphics are interesting — making good use of colour.

Graphics	8
Sound	7
Value	8
Playability	9



```
** HELL-TEK T117 MAIN CHASSIS
** SI-414 ANTI MINE TRACKS
** T/S 180mm VARIO STORM TURRET
** V18.AII SINGLE SHOT MORTAR
** HOTH & SAM mKII MINE LAYER
** POLY-CRETE REPAIR MODULE
```

SPELLBOUND

BLITZ GAME

- **Machines:** Spectrum
- **Supplier:** Mastertronic
- **Price:** £2.99

Will you please welcome back the amazing Magic Knight in his latest smash adventure *Spellbound*!

The main character of this first in a new mid-price range of games from Mastertronic is called Magic — and the game will cast its spell over you too.

Old Magic Knight first appeared in *Finder's Keepers.* Now his creator David Jones has set Magic a new task.

Gimbal the Wizard has been trying out some very old spells to make his rice pudding taste nicer.

Unfortunately the scribes who translated the spell from ancient English made some tiny errors — and when Gimbal tried to make his rice pudding nicer he was blasted through time to the Castle of Karn.

Seven other unfortunate characters were sucked into the castle with Gimbal — including Florin the Dwarf and Thor who wishes he had a hammer.

Magic Knight gets the call to help his old friend and zaps off to the mysterious castle to save Gimbal and the seven other characters. The main feature of the game is a novel technique which David calls Windimation. What that means is that windows or panels full of options can be called up on the screen, overlaying the main graphics area and each other.

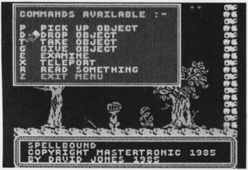
These windows are full of adventure-style menu options — like examine, read, pick up, drop, cast spell, etc — which you select using the keyboard or joystick. The Magic Knight then does what you tell him. You also move Magic about the castle using the controls as in more conventional arcade adventures.

Each of the seven characters has his or her own personality. And Magic must take care of them - keep them fed and happy. If he doesn't, the game will soon be over. You can examine the characters to check out their status — and maybe discover if there's something they really want. Like Thor and his hammer. If you help them, the characters will help you.

The game is not over when the wizard is free. Then you have to help the seven other unfortunates get back to their own parts of the world.

The graphics are neat, the sound good and game play is quite simply magic! You'll soon get the hang of using the Windimation menu system —

Arcade games players and adventurers will enjoy *Spellbound.* It's tremendous value at just £2.99 and deserves to be a smash.

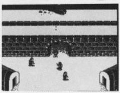


```
COMMANDS AVAILABLE :-
P  PICK UP OBJECT
D  DROP OBJECT
T  TAKE OBJECT
G  GIVE OBJECT
E  EXAMINE
X  TELEPORT
R  READ SOMETHING
Z  EXIT MENU

SPELLBOUND
COPYRIGHT MASTERTRONIC 1985
BY DAVID JONES 1985
```

Graphics	8
Sound	8
Value	10
Playability	10

COMMANDO



- **Machines:** Spectrum/C64/128/Amstrad/BBC
- **Supplier:** Elite
- **Price:** £7.95

Go totally over the top as Super Joe, crack commando, takes on the world in an explosive rescue mission. Forget *Rambo* — old Joe's in a class of his own on this battlefield.

Basically what you have to do is reach the enemy fortress and rescue the prisoners held there. You have to be fast on your feet and quick on the trigger to defeat the massed forces of the enemy. They come at you on foot, shoot at you with mortars and bazookers, try and run you down with troop carriers and motorcycles. All decidedly unfriendly.

Still, you've got your trusty machine gun and a handful of grenades to help you get through. And you can pick up more grenades as you dash across the battlefields, under the tunnels and through enemy strongholds. We played the Spectrum version for this review — and the graphics, sound, animation and game play are all excellent. Better, we're afraid to say, than the Commodore version. We've yet to see the game on the Amstrad or Beeb.

The Spectrum Super Joe is a big, well animated character. The background and enemy soldiers are also well drawn. The choice of colours is good. Scrolling is smooth and colour clash problems are kept to a minimum.

Commando is really a pretty straightforward shoot-out. But the game is difficult enough to keep your interest and addictive enough to keep you coming back for more.

There's only one hint really worth giving for beginners — keep moving fast and keep blasting everything in sight!

Spectrum owners shouldn't miss this Elite version of the classic arcade game.

Commodore owners have more of a choice with Alligata's *Who Dares Wins II* and the soon to be released *Rambo* game from Ocean

You pays your money and takes your choice, *Commandos'* not a bad choice.

Graphic	9
Sound	7
Value	9
Playability	10

BLITZ GAME

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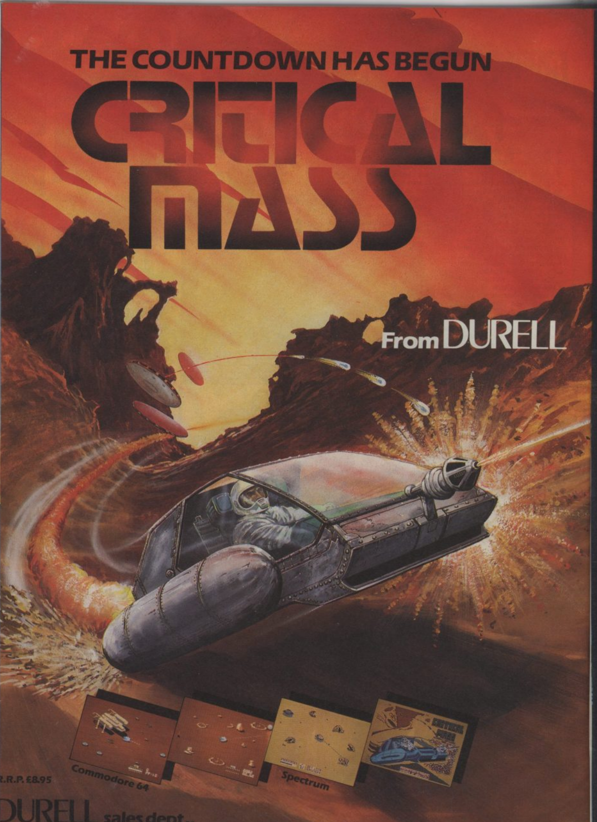
● CONTINUES ON PAGE 20 ▸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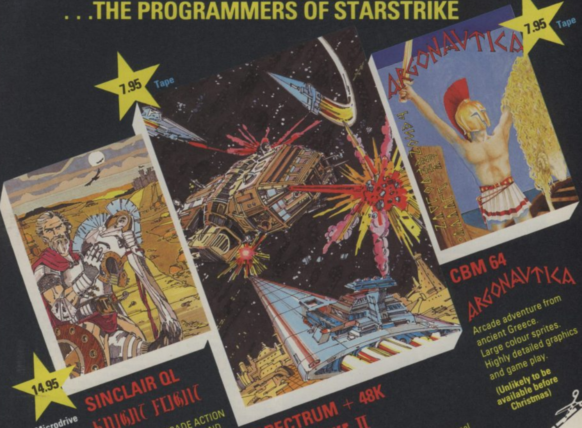

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SPECTRUM + 48K

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CBM 64

ARGONAVTICA

Arcade adventure from ancient Greece.
Large colour sprites.
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- ★ **Starstrike II (Amstrad)**
- ★ **Argonautica (Amstrad/Spectrum)**

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DOPPLEGANGER

- **Machine:** Amstrad
- **Supplier:** Alligata
- **Price:** £8.95

More nice software for the Amstrad — at last programmers seem to be getting the best out of this machine.

Doppleganger is a 3D maze arcade adventure featuring a sorceress with a split personality. She and her alter ego or Doppleganger — that's what the word means folks — have to brave the dangers of Castle Doom and uncover a hoard of gold, silver and bronze ingots.

You have to use the two characters to perform certain tasks. The sorceress can pass through blue framed doors while her green spirit form can pass through green framed doors. Both can pass through white framed doors. But they'll need keys to get through locked ones just like any ordinary person.

There's a time limit — indicated by an hour glass in the top left hand side of the screen. Once the sands of time run out it's the end of the quest for both characters. But your time can be recharged by discovering certain objects.

At the start of the game your scope for exploration is limited until you've found the first three ingots. Bring one back to the start point and you'll gain access to more of the castle.

Then you'll be able to complete your task — which is to take the bronze, silver and gold ingots back to the west battlements.

The castle is packed with nicely animated nasties and the puzzles are pretty hard to solve. The graphics are colourful and the sound effects add to the atmosphere.

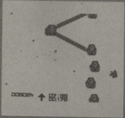
One minor criticism is the representation of the sorceress. There's no animation of her figure at all and moving her around is a bit like shifting a cursor around the screen — very wooden.

A nice addition to the growing number of arcade adventures for the Amstrad.

Check it out.

● **Graphics**	8
● **Sound**	8
● **Value**	7
● **Playability**	8

CRITICAL MASS



CRITICAL MASS

- **Machines:** CBM64/Spectrum
- **Supplier:** Durell
- **Price:** £8.95

Oh no! An outlying system of the Terran Federation has set up an advanced anti-matter conversion plant on an old asteroid — and some dasterdly aliens have taken it over and are threatening to destroy not only the asteroid but the entire galaxy as well.

Hmmm! So who do the colonists send for? The Bug Hunters? The A-Team? Mike Hammer? No — they send for YOU.

It's your task to pilot your tiny, but well armed rocket-craft, into the centre of the enemy occupation and destroy the anti-matter plant before the aliens can discover their evil plot.

You begin the game in a pod which houses your craft. It opens up in a nicely animated sequence to reveal your craft. You take off in search of danger and adventure.

The craft is very tricky to control. But it is protected by a force shield. So you have a bit of protection while you're learning to pilot it.

There are the alien defence systems to contend with too — some appear as sponge like balloons, others ride in ships similar to your own.

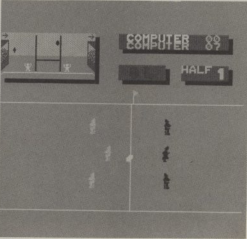
You have a little jump pack which you can use to guide your pilot to the next pod using the pointer at the bottom of the screen. Your next craft awaits there.

The graphics on the Spectrum version are sparse, giving a sort of half finished appearance to the game.

Durell have come up with a nice idea for a game — and included some good features. But the unfinished look of the graphics and the control of the craft knock a few points off the final marks.

● **Graphics**	6
● **Sound**	6
● **Value**	6
● **Playability**	6

INTERNATIONAL RUGBY



- **Machines:** Spectrum/CBM64/Amstrad
- **Supplier:** Artic
- **Price:** £7.95

There are loads of sports games around right now — but no one has attempted a rugby simulation. Until now, that is.

Artic could have a grand slam on their hands with this simulation of the Home International.

You can play the computer or a friend in this novel game — it features passing, line- outs, scrums and conversions. Everything you'd expect from a real-life rugby game.

You can become the captain of England, Ireland, Scotland, Wales or France for a day and attempt to win the international series.

The computer asks you which team you wish to captain and at which of the two difficulty levels you want to start. You also get a league table after each game.

Now the bad news. The graphics leave a lot to be desired. If Artic had taken a look at *Match Day*, this game would have been an instant classic.

As it stands, the two teams are represented by black blob like figures — quite well animated but just not big enough to get any real lifelike effect. The man with the ball changes colour so you can spot him.

The programmers have included a TV screen, *International Baseball* style at the top of the screen. This comes into play when it's time to have a crack at a conversion. You kick the ball through the uprights after first checking the wind direction and placing your cursor in the general direction of your kick. But beware — the wind can change as you kick! You see this in close-up on the screen and also on the normal field display.

This screen also flashes up the logos of companies like Boots and W.H. Smith when it's not in use for the game.

Once the disappointment about the stick-men had worn off, I found myself really enjoying this game. It's best played with a joystick, but there is a keyboard option.

If you like action sports games, look at *International Rugby*. We saw the Spectrum version — maybe Artic are planning to do big things with the graphics for the 64 and Amstrad version. Hope so!

If they do, the game could emulate the successes of the other ball games which have featured in the charts this year.

● **Graphics**	7
● **Sound**	5
● **Value**	7
● **Playabilitiy**	8

▸ CONTINUED FROM PAGE 17

● CONTINUES ON PAGE 22 ▸

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QUAKE MINUS ONE

- **Machine:** CBM 64
- **Supplier:** Monolith
- **Price:** £9.95

This is not so much a review or even preview. Consider it a progress report.

Quake Minus One, released by Monolith, Beyond's new label, is shaping up to be a monster smash.

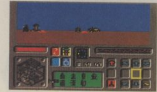
The copy that arrived in *C+VG*'s offices was virtually complete, lacking a few refinements which by the time you read this will have been made.

The game scenario is as follows. The terrorist Robot Liberation Front have infiltrated the Titan power complex on the floor of the Atlantic which powers the world's industrial nations. They are demanding liberation of all robots or they will trigger off the destruction of Titan.

The only way to avoid destruction is to capture or destroy the Titan computers.

Quake Minus One features animated landscaping — it has to be seen to be believed — and icon driven commands.

● **Graphics**	9
● **Sound**	8
● **Value**	8
● **Playability**	8



SIR FRED

- **Machine:** Spectrum
- **Supplier:** Mikro-Gen
- **Price:** £9.95

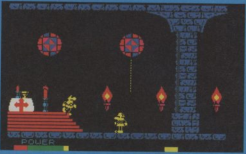
In a peaceful time, in a tranquil land,
A good king ruled with the honest hand.
Sword to defend all his subjects' born rights
With the aid of his daughter and brave, loyal knights.

But over the ramparts of dread Castle Feare,
Lived a villainous Knight with a wicked idea,
He captured the Princess and made her his slave,
Sir Hugh D'unnyt, black Knight, unscrupulous Knave.
The King cried "Who'll champion the Princess so tender?"
And sent for Sir Vival, Sir Prize, and Sir Spender.

But things were so quiet they'd gone off on a quest,
In search of the fabled gold-lamé string vest.

In all of the realm but one Knight could be found,
Who was not over ninety or overly round,

He was not much to look at, in truth, he was rusty,
But none could deny he was valiant and trusty,
With fire in his heart and his hinges well oiled,
(The same lubricant in which traitors were boiled)
He set off, unknowing what trials lay ahead,
Our chivalrous hero, the gallant Sir Fred.



So begins the latest game from the Wally people. But this time the game isn't home grown. Sir Fred is the creation of three Spanish programmers based in Madrid.

And like many red-blooded Latins before him, Sir Fred is searching for a Princess! Fred has to search the many rooms of Castle Feare — solving puzzles as he goes — in order to rescue the fair Princess. Each time you start the game the computer selects one of 58 game patterns — so the game is never quite the same each time you play.

S'. Fred is a cute character. A bit of a bumbler in fact. Not your average chivalrous knight in shining armour. He wanders about the castle looking as if he'd rather be down the old *Goat and Nightgown* quaffing a few real ales with his mates. But he's got a job to do...

Sir Fred's movements are as near lifelike as possible. He has inertia, which means that if he runs too fast he may fall down stairs or run into a wall. His power will reduce each time this happens.

There are seven skill levels, which the computer automatically selects. Sir Fred has to hurt his opponent three times to kill him, unless his opponent is trapped in a corner and cannot move backwards. In this case only one hit is needed.

Sir Fred can also use the bow and arrows or stones which he has collected.

The select key moves either a yellow or red box over each item. When you have chosen your object you can operate the "use" key to use that item.

Some objects may be used only once, some nine times and others may only be used in certain places. Certain objects can be used as many times as you wish.

Sir Fred will please Mikro-Gen fans — and maybe gain them some new ones with this atmospheric and amusing game.

● **Graphics**	8
● **Sound**	7
● **Value**	7
● **Playability**	8

ROBOT MESSIAH

BLITZ GAME

- **Machine:** Spectrum
- **Supplier:** Alphabatim
- **Price:** £7.95

Beware of press releases that make proud boasts of a game being "the state of the art". Believe it or not, they may not be telling the truth.

However, that's the claim made for *Robot Messiah*, the latest creation from the minds of *Daley Thompson's Decathlon* co-authors Christian Urquhart and Mike Smith.

Robot Messiah is certainly impressive — an arcade adventure sprawling across more than 150 screens.

A Semi-Ingelligent Droid — known as SID — has to collect three envelopes which contain parts of a master program.

Each envelope must be fed into a master computer which will enable him to free his race and become the Robot Messiah.

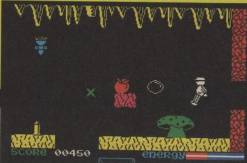
The version of *Robot Messiah* supplied by Alphabatim was not quite complete, small alterations and changes will be made to the final version. But it was still good enough to get to grips with.

SID is a jaunty little character who can walk, jump, pick-up objects and fire at the nasty gnomes who supervise the robots in the mines of the Android planet.

As SID explores the screens he must carefully monitor his energy. Various foods scattered about the planet will keep him perked up as he completes the many tasks to progress through the game.

For all those who like their action mixed with problem solving, *Robot Messiah* will prove a worthwhile investment. Map freaks will also find it a big challenge.

● **Graphics**	7
● **Sound**	7
● **Value**	8
● **Playability**	8



ZOOT

BLITZ GAME

- **Machine:** Spectrum
- **Supplier:** Bug Byte
- **Price:** £2.50

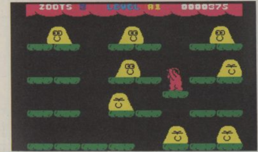
Oh Zoot! The Mankins win again! But I'll finish them off next time. Bug Byte bounces back onto the software scene as a budget label with *Zoot* — an entertaining pick-up-the-objects platform style game. Our hero, Zoot, a cartoon style character has lost his marbles. Well, we all do from time to time, don't we?

Zoot's marbles have rolled down into the caverns inhabited by the Mankins — Goopa, Bodkin, Spike, Grimbo, Jekyll, Bogie, Uggy and Nevil — all with their own characters. Zoot has to deal with each of these Mankins in different ways. He can bash them or trap them. Or he can wait for his mysterious mate Zip to come to his aid.

Zoot is an entertaining and addictive game — above standard for budget products.

The graphics are simple but really nice and the sound is great too. There's a really nice end of game speech synthesis. You hear your Spectrum shout "Oh Zoot!" when you fail to beat the Mankins.

Get your parents to buy you a new Zoot for Christmas — you might even want to miss the Queen's speech.



● **Graphics**	7
● **Sound**	7
● **Value**	9
● **Playability**	8

SABOTEUR

- **Machine:** Spectrum
- **Supplier:** Durell
- **Price:** £8.95

This is what *View to a Kill* should have turned out like! *Saboteur* is the best game from Durell for an age.

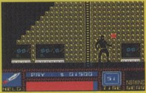
Your mission — as an ace, Ninja trained, special agent — is to infiltrate a high security headquarters, pick up a secret computer disc, blow up the building and escape.

Saboteur is a real time all action arcade adventure. Your Ninja mercenary can locate and pick up weapons as he explores the corridors and tunnels — but don't take too long or your time will be up.

The best way to start the game is to rush to the computer centre and get the secret disc.

Saboteur is an addictive, exciting and challenging game. A mixture of *Exploding Fist* and *Impossible Mission.* It's a winner—watch it climb the charts!

● **Graphics**	9
● **Sound**	9
● **Value**	9
● **Playability**	10



BRAINSTORM!

- **Machine:** Spectrum
- **Supplier:** Bubble Bus
- **Price:** £1.99

Fresh from their success with *Starquake* Bubble Bus set out to win over the pocket money people with *Brainstorm* — and it's a budget game that thinks it's a full price program.

Unlike many budget games *Brainstorm* is a high quality, highly playable game. Here's what it's all about.

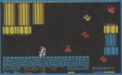
Professor Brainstorm had perfected a cloning system to produce a replica of any living creature.

People were afraid of the Professor and his creation, so he hid himself away on a lost planet and built a castle.

He constructed a warp tunnel to trap any creatures that happened to be passing by, so that he could perfect his cloning system to an even greater degree, which he would then use against his "enemies" on Earth.

However, his plan backfired and the Clones he created turned against him and devoured him.

Over the years they grew hungrier and hungrier, until one day our hero, Robin Banks, happened to be passing by, zapping aliens and generally minding his own business, when he was sucked into Professor Brainstorm's warp tunnel.



He found himself surrounded by hungry Clones. Escape from the castle is his only hope of survival.

The game has 650 different locations, 28 varieties of Clones, 62 doors to find and open using keys that are scattered around and eight Guardians of the Tower.

Only three keys may be carried at any one time and only one of the special weapons.

At the bottom of the screen there are two gauges, one for energy the other for damage. This can be repaired at the cost of some energy, or by finding a repair damage pod.

The graphics are above standard for a budget game, the sounds are average for the Spectrum — and the game has that all important addictiveness. Tremendous value for just £1.99.

● **Graphics**	7
● **Sound**	6
● **Value**	10
● **Playability**	9

YIE AR KUNG FU

- **Machine:** Amstrad/C64/Spectrum/BBC
- **Supplier:** Imagine
- **Price:** (Amstrad/C64) £9.95 (BBC) £7.95 (Spec)

Yie Ar Kung Fu is an accurate conversion of the Konami arcade game. You may have come across it in your local arcade.

You play the part of a tough little character called Oolong who has to take on some of the nastiest Ninjas seen this side of a Bruce Lee movie.

You start by battling a fat warrior called Buchu who leaps through the air in an attempt to squash you into submission. Buchu can be deceptively easy to beat — but beware, those who follow him are far nastier.

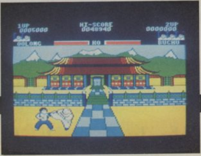
Kung Fu features many interesting new moves — and you'll need at least half an hours practice to master the controls. There are ten to learn.

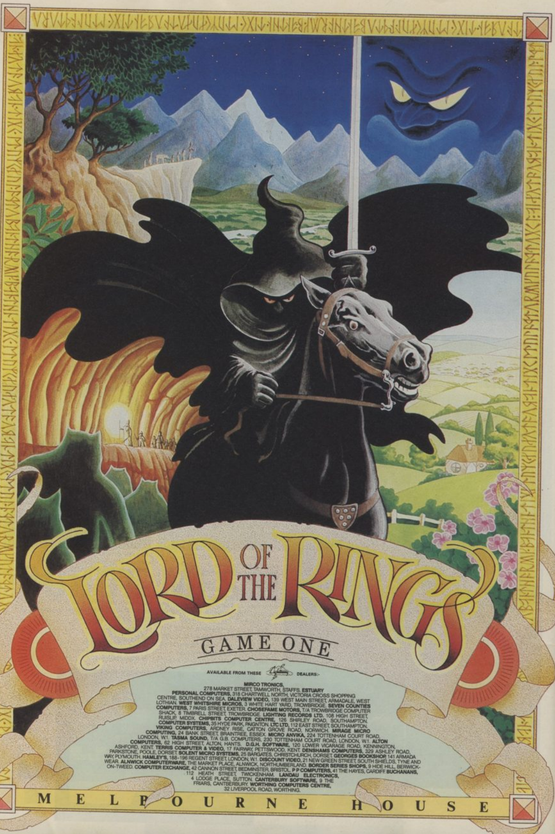
New moves in this game include a neat jumping punch — which enables you to take any armed opponent by surprise.

Animation is superb — almost an accurate copy of the arcade original.

If you thought you'd already seen the ultimate karate game then think again.

● **Graphics**	9
● **Sound**	6
● **Value**	9
● **Playability**	10





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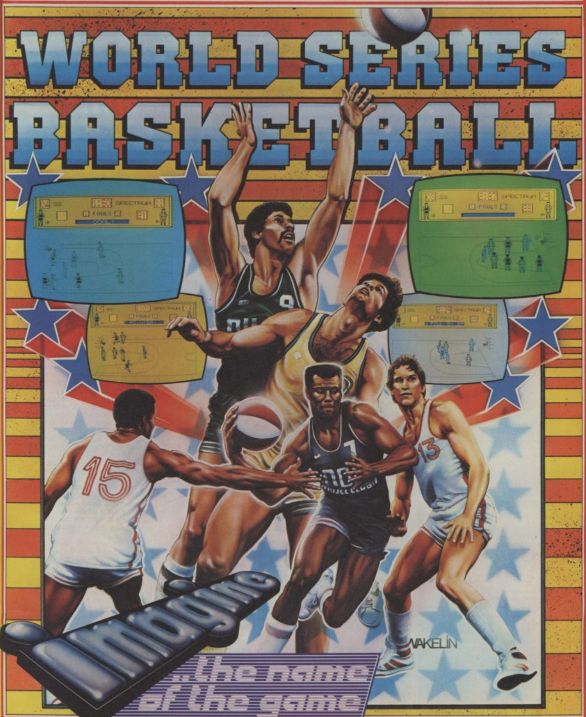
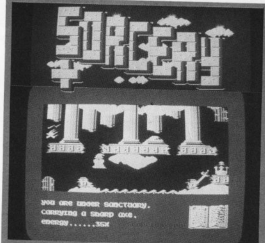
WORLD SERIES BASKETBALL


WORLD SERIES BASKETBALL
SS
SPECTRUM
FOULS
Imagine
..the name of the game
WAKELIN

Name your team, choose your colours, lace up and run'em off the court – pass ... fake ... jump ... shoot in off the backboard ... GREAT BASKET! Simulating all the excitement (including FOULS!) of the Basketball Challenge. Play head to head or against the computer – REACH FOR IT!

Imagine Software is available from: Boots, WHSMITH, John Menzies, WOOLWORTH, LASKYS, Rumbelows, Greens, Spectrum Shops and all good dealers.



●Supplier: Amsoft
●Machine: Amstrad (disc only)
●Price: £13.95

How can you improve on a perfect game? That was the question I asked myself when *Sorcery+* arrived in the office. The Ed groaned, "Oh no! We'll never get her out of the computer room now!" And he was right. *Sorcery+* is brilliant.

This time the game is divided into two parts. Part One being very similar to the original, with seven extra new screens. You have to rescue your eight fellow Sorcerers before time — represented by a crumbling book — runs out. Some of the methods of rescuing them have been altered and some of the sorcerers are in different locations, which all adds to the enjoyment.

Throughout the game various objects can be picked up and used to help you on your quest. The strong sword kills the guard, the ball and chain for the evil eye and the biggest advantage, a shooting star and sack of spells, which when triggered off at the right moment kills off your enemies.

But, one word of warning, make sure when you are carrying the shooting star you don't get too trigger happy, as many a time my thumb slipped and I wasted the star. One aspect of this version I particularly like is when you have killed something off, a small scroll appeared and told you how many points you had just scored.

Another thing I discovered was that if you are carrying something and need some energy the cauldrons will take your energy away, but, use the item you are carrying and come back and you will be able to use that cauldron to boost your energy.

After rescuing all eight sorcerers you must go back to Sanctuary and take your rightful place at the top of the pillar. This is when you can enter Part Two. A door in the sanctuary leads you through to the new levels.

In this part of the game you come across different objects and creatures. The object of this part is not to rescue more sorcerers but to gather up the various hearts scattered throughout 28 screens. Then you must surround the evil necromancer with them. I am still trying to gather up these hearts.

The graphics are of the same high standard as the original *Sorcery* — which means they are superb. I especially liked the screen which appears between parts one and two. The screen goes totally black and two large cat's eyes peer out at you from the computer. The graphics in Part Two surpass themselves. Wait and see!

This is definitely my all-time favourite game and I'm sure once Amstrad owners have played the game, I won't be alone. Still the best game around on the Amstrad.

●Graphic	10
●Sound	9
●Value	8
●Playability	10

3D BOXING

- **Machine:** Amstrad
- **Supplier:** Amsoft
- **Price:** £8.95

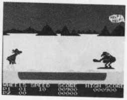
At last a boxing game for the old Ammie! But it's a bit of a disappointment I'm afraid, despite the 3D tag.

You get a series of opponents to tackle. Each have different characters and boxing styles. But it doesn't really matter that much as you don t seem to have much control over what goes on in the ring.

The boxers move far too jerkily across the ring and the punching action is slow.

● **Graphics**	6
● **Sound**	5
● **Value**	3
● **Playability**	3

BC'S QUEST FOR TIRES



● **Machine:** Spectrum/CBM 64
Supplier: Software Projects
Price: £7.95 (Spec) £9.95 (CBM 64)

Software Projects attempt to breath new life into this now ageing game based on Johnny Hart's cartoon series.

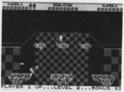
It's basically a "reaction testing" game with some nice cartoon graphics

You have to help Thor rescue his girlfriend Cute Chick from the jaws of a hungry dinosaur.

You have to be pretty quick on the joystick or keyboard to steer Thor successfully through all the obstacles he encounters — and the game does get irritating addictive.

● **Graphics**	7
● **Sound**	6
● **Value**	6
● **Playability**	6

DISCS OF DEATH



- **Machine:** Spectrum
- **Supplier:** Artic
- **Price:** £6.95

Remember that bit in Walt Disney's computerised movie *Tron* when two futuristic gladiators battled it out with deadly frisbees? Come on, you remember, there was an arcade machine based on the scene too!

Well Artic's *Discs of Death* is based on this bit of the movie.

You control an *Impossible Mission* style man who is armed with three Frisbees — sorry, discs. He stands on a floating platform facing the computer controlled opponent who starts bunging his deadly discs at you. You must attempt to hit him before he gets you.

There are a couple of other platforms which you can use to jump back and forth on to avoid his discs or get a good shot at the other guy. Should you get hit, you dissolve into a neat pile of electrically charged dust.

The animation of the main character is good — you soon get the hang of skimming your deadly discs across the arena and defending yourself against your opponent.

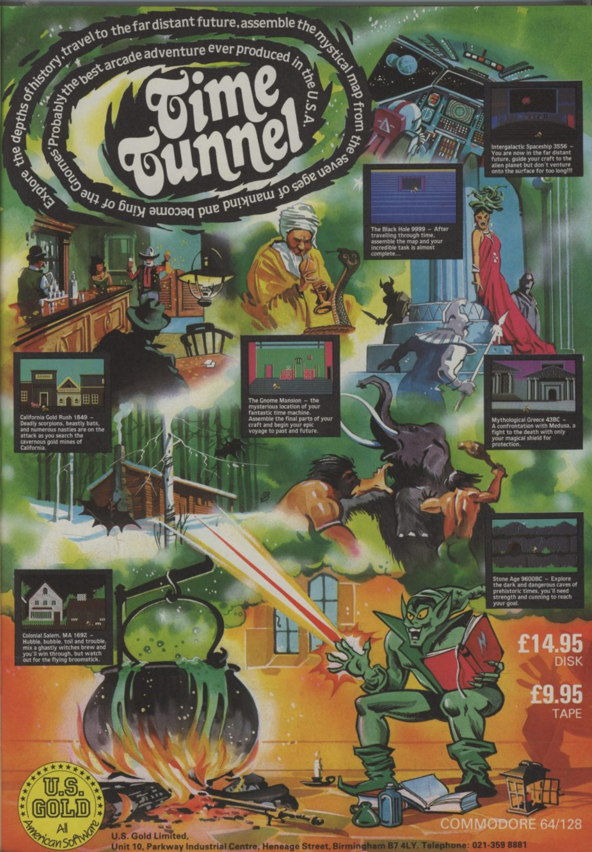
But remember you only get three discs — luckily they boomerang back to you once you've thrown them — but it's not a good idea to leave yourself completely defenceless.

And that's about all there is to it. There are three skill levels — which basically means that you get fewer platforms to jump on and the discs move faster.

If you liked the arcade machine, you'll love this. The graphics are a bit basic — a little more attention to detail would've made this a classic. As it stands it's a fun game to play.

● **Graphics**	6
● **Sound**	6
● **Value**	7
● **Playability**	8

● ENDS ◀



Time Tunnel

Explore the depths of history, travel to the far distant future, assemble the mystical map from the seven ages of mankind and become King of the Gnomes. Probably the best arcade adventure ever produced in the U.S.A.

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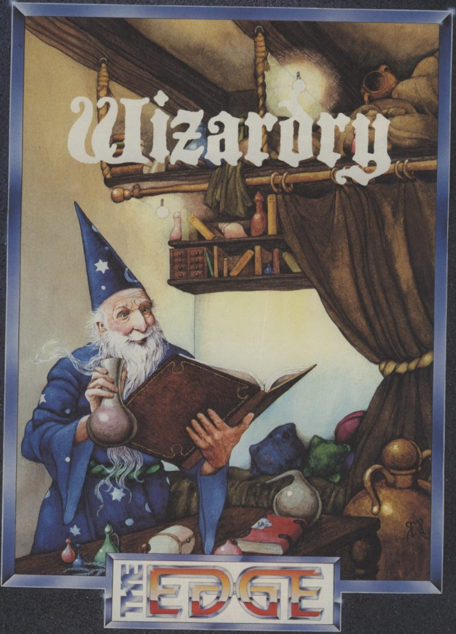

"A dream come true!"

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"Wizardry is magic!"
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"One of the best games . . . excellent . . . get hooked on this game, I sure did!"
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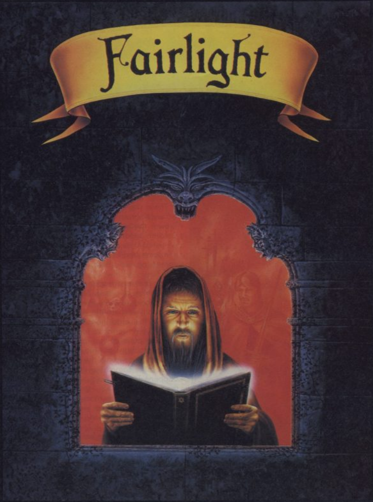
"Wizardry proves that the Brits are still the best when it comes to gameplay, matching the best graphics and music with imaginative plotting and fiendish complexity"
(Commodore Horizons)

PICK OF THE WEEK (CT Weekly, PC Weekly) – FRONT COVER FEATURE (Com. Hor., ZZAP! 64)

48K Spectrum

chronicles of the land of fairlight
1. a prelude: the light revealed



BY BO JANGEBORG

(author of 'The Artist')

"Maybe *the* game of the year!"
Your Spectrum, November 1985

". . . one of the most sophisticated games the Spectrum has ever seen."
". . . one of the ten best programs ever made for the Spectrum."
Popular Computing Weekly, October 1985.

". . . the best arcade adventure of the year."
Your Spectrum, November 1985

THE EDGE

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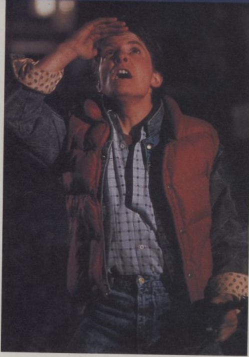
BACK TO THE FUTURE



He was never on time for classes. He was never on time for dinner. Then one day he wasn't in HIS time at all! Marty McFly, seventeen year-old would-be rock superstar, suddenly finds himself whisked back to 1955 in a souped-up DeLorean time-machine. And that's where his troubles really start. Will he be able to make his Mum and Dad fall in love? Will he be able to persuade the eccentric professor that it was HIS future invention that landed him back in the past! And more importantly will he be able to get *Back to the Future*? That's a condensed version of the plot of the latest U.S. blockbuster produced by that wizard of the cinema Steven Spielberg. It's also the plot of a brand new computer game from Electric Dreams. *C+VG*'s time travellers zapped back a couple of weeks into the past to see what the Electric people have dreamt up this time...

"The future affects the past and present, just as the past and present affect the future. The past isn't over and done with. It's still there. And once we can find a way to penetrate it, we'll be able to change things that happen tommorrow."

These are the words of eccentric inventor Dr Emmett Brown, the man who turned a DeLoren supercar into a four-wheeled time-machine. Well, someone had to do something with them, didn't they?

Doc Brown is responsible for sending our hero, Marty McFly, back to 1955. Perhaps not totally responsible. There were a few machine gun-toting Lybian terrorists involved too...But more of that later.

The problems of time travel — what happens in the future if you alter something that happened in the past — are the basis for the new smash hit sci-fi adventure movie **Back to the Future**, written and directed by Robert Zemeckis.

Back to the Future has been a number one in the U.S. box office ratings and is this year's Royal Film.

It's one of those movies you'll want to go back to see more than once, more than twice.

And when the cinemas are shut you'll want to be playing the computer game based on the film.

The game is being released on the **Electric Dreams** label and is being masterminded by games guru Mark Eyles, ex-Quicksilva, together with the man who turned *Rupert* into a computer cult, Martin Walker. A high-powered team for a high-profile project.

Here we take an exclusive in depth look at plans for the *Back to the Future* game and at the movie that will be packing them in over Christmas.

THE FILM

It all starts when Marty accepts a mysterious invitation from Doc Brown. The Doc wants Marty to turn up at a deserted car park in the middle of the night to see a demonstration of his latest invention.

Marty does just that — and his mind boggles at the fantastic machine that rolls out of the back of the Doc's truck.

It's a souped-up and highly modified DeLorean gull-wing sports car packed with hi-tech goodies that have transformed it into a luxurious time machine. Get it travelling at 88 mph and it warps through time. It can visit past of future — all you have to do is program in a destination.

The Doc tests it out with his pet dog Einstien in the driving seat. It works. So he throws his suitcase in the back of the DeLorean, waves goodbye to Marty and is just about to set off for the future when the Lybian terrorists turn up.

It seems that Doc has been involved in some shady dealings with these terrorists. He agreed to build them a nuclear bomb just so he could get his hands on the plutonium he needs to run the DeLorean time-machine.

He didn't build the bomb and the terrorists are a bit unhappy to say the least. They come after the Doc with guns blazing.

The Doc makes a run for it. Marty attempts to make his getaway in the time-car. The terrorists chase him and Marty mistakenly exceeds the 88 mph speed limit.

You know what happens

next, don't you? Marty zaps back to 1955 and starts messing up the past. For instance his Mum — much younger — starts falling in love with him. Well, this isn't on. After all what would happen to him if his mum didn't meet his Dad...?

This is when the real action starts. Marty has to put the past back to rights and somehow find the power to get him and the time machine Back to the Future!

There's lots more to the film than we've got space here to tell you — and if we did it would only spoil one of the most enjoyable films to hit you local cinama for an age. Don't miss it. And don't miss the game of the film either. Read on for more details...

THE GAME OF THE FILM

Back to the Future — the computer game — stars YOU as Marty McFly. Your job is simple. Make sure your future Mum and Dad meet up in the past. And find the power to get you and your time-machine back to 1985. Simple? No...

The game is being programmed by Martin Walker, whose most recent claim to fame is the graphically brilliant *Rupert and the Toymaker's Party*. A far cry from the glossy sci-fi world of *Back to the Future*, but Martin will be using a few techniques he developed during the programming of *Rupert* for this exciting new project.

The *Back to the Future* development team, Martin Walker and Mark Eyles, are beavering away at Martin's picturesque Lincolnshire home — called Nutwood Cottage, a mark of Martin's obsession with everything connected with Rupert Bear. Outside they are surrounded by rolling countryside and rural tranquility — inside they are surrounded by computer gear and musical equipment.

You, as Marty, will be able to react directly with other characters in the game, to recreate the amazing adventures Marty has when he arrives back in 1955.

The graphics will be a mixture of 1955 and 1985 styles. For example the time display — see screen layout for details — will be pure 1985 and taken from the dashboard of the film's DeLorean car, while other status readouts will be displayed in 1955 style TV sets.

The game is based on Marty's efforts to return to 1985 from 1955, and on his efforts to get his parents to fall in love.

The game is played on a screen with large animated characters from the film — Marty, his mother and father, Biff the bully and the Doc.

The object of the game is to arrange situations in which Marty is able to get his parents together. His efforts are frequently sabotaged by Biff.

Once Marty has managed to get his parents to fall in love, he must return to the future, with the aid of Doc Brown, in the time machine.

THE SCREEN LAYOUT

1) **Marty.** The figure is fully animated and coloured. You control him with a joystick. He can trip, punch, jump or perform other specific actions in certain parts of the game. For example if he is at the bar of the coffee shop he will buy a milkshake, if he is on the stage at the dance he will play guitar and so on. These options are shown by the icons at the top of the screen.

2) **Action Icons**. These indicate the range of different actions Marty can use to influence the other characters in the game.

Marty can only use one of these if he is in the right place in the playing area. While he is using one of these the icon will flash. Then once he has finished his action the icon will blank out and he will not be able to use that action again until the icon reappears. The possible actions are:

Trip. Marty can attempt to trip any of the other characters up while they are passing him.

Alien Disguise. Marty can disguise himself as an alien to try and frighten any of the other characters.

Love Poems. Marty can hand love poems to any of the other characters.

Buy a Milkshake. Marty can buy a milkshake for any of the other characters.

Guitar. Marty can play guitar to the characters.

In the case of the love poems Marty must collect them before he can use them.

He will only be able to dress up as an alien where there are cupboards containing suitable disguises. The drinks must be bought at a bar. The guitar must be played at the dance on the stage.'

These different actions, and the punch, will have one of three different effects on the other characters in the game.

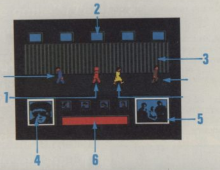
The characters will remain in the same place for a certain amount of time, or they will follow Marty, or they will run away from him.

In this way you are able to get the characters in the correct places and positions to set up situations in which Marty's father can impress Marty's mother.

3) **Hi-resolution background.** Possibly digitised scenes from the film. This background scrolls smoothly as Marty walks about.

The locations are as follows:

The streets of the town with entrances leading off into the school, the coffee bar, the dance hall and the Doc's house, the school, the coffee shop, the dance hall and the Doc's house.



Each location will be four screens wide a total play area of 20 screens. If time and memory allow these locations may be increased in size to six screens each.

4) **The Crush Level.** This shows how romantic Marty's mother is feeling. If you are able to engineer an appropriate encounter between Marty's parents then the heart in this indicator will get bigger, if you are unable to produce an appropriate encounter then the heart will shrink.

You aim is to get the heart to it's largest size by the end of the seven days in 1955, at which time you will have to return to the future.

Typical situations which will increase the size of the heart are:

- Get Marty's mother and father into the coffee bar. Then get Biff to chase you into the coffee bar and trip him so that Marty's father is able to punch him. This punching action will occur automatically, you have to arrange all the characters in the correct positions for this manoeuvre to succeed.
- Get Marty's mother and father together in the dance hall and play guitar, this encourages them to dance together, Biff may appear and separate them in which case you will need to get Biff away and get the parents back together.
- Give Marty's father the book of poems and arrange for him to meet Marty's mother without Biff around.

In each of the different locations there will be scenarios similar to those above which may be used to increase the Crush Level.

5) **Photo Meter.** This is the photo of Marty and his brother and sister. At the beginning of the game the photo is only half revealed, as you play you will either lose more of the photo or reveal more. If the photo vanishes then you have failed and must start again. The photograph must be fully revealed in order that you are able to return Marty to the future. In the movie Marty carries a photo of his family which gradually fades the longer he stays in the past.

6) **The Time Display.** This is a copy of the time display in the car and shows the Present Time, the Time Departed — which is set for the time when you must leave the past and the Arrival Time, which shows the time when you will arrive in 1985.

By comparing the Present Time with the Time Departed you are able to find out how much time you have left to complete the game.

Back to the Future will initially be available on the Commodore 64 with Spectrum and Amstrad versions to follow. The film should be at a cinema somewhere near you right NOW!

C+VG COMPETITION

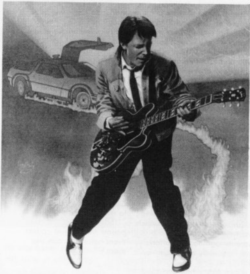
Go Back to the Future with *C+VG*

You've read about the game, you've heard about the movie, now try to win *C+VG's* terrific *Back to the Future* Time Traveller's Kit. All you have to do is simply tell us which five things you'd bring back to the future from a time trip to ANYWHERE in the past — and why? How simple can you get?

For example — if you'd like to bring back a real live dinosaur to terrorise your next door neighbours irritating dog, or perhaps you'd like a mint copy of the Beatles first ever hit record, or perhaps an original Sinclair Z80 computer!

Just fill in the coupon, give the reasons for your choices and send your entry to Back to the Future Competition, Computer and Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Normal *C+VG* competition rules apply and the closing date is January 16th.



WHAT YOU WIN
We've got 10 *Back to the Future* Time Traveller's Kits for the lucky winners. These consist of a Back to the Future soundtrack album, the paperback book of the film AND a copy of the Electric Dreams *Back to the Future* game, which will be available for the C64, Amstrad and Spectrum.

COMING SOON . . .
And that's not all folks! Next issue we'll be bringing you another great Back to the Future competition with more star prizes. Don't miss February's *C+VG* — out on January 16th. Now there's time warp for you . . .

C+VG/ELECTRIC DREAMS BACK TO THE FUTURE COMPETITION

Tell us which five items you'd want to bring Back to the Future from ANYWHERE in time — and why?

Item 1 ______________________________

Item 2 ______________________________

Item 3 ______________________________

Item 4 ______________________________

Item 5 ______________________________

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Address ______________________________

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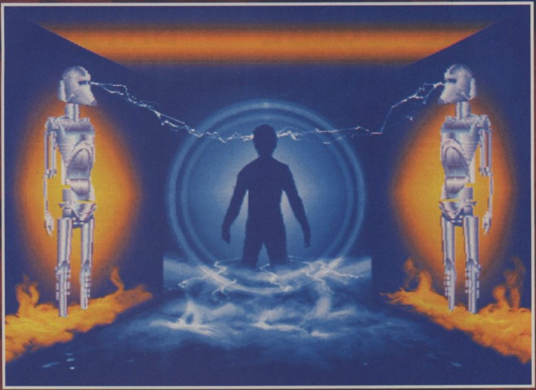
Computer owned (tick box) Spectrum ☐ C64 ☐ Amstrad ☐

THE HOST IN THE MACHINE



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THE BULGE — BATTLE FOR ANTWERP

●Machine: Spectrum/CBM64
●Supplier: Argus Press Software
●Price: £9.99

Many of the war games released for computers are based on real historical incidents. But how accurate are the games? *C+VG* decided to put The Bulge — the Battle for Antwerp to the test.

We asked Dr Stephen Badsey, formerly of the Imperial War Museum and now working as a researcher on the BBC's *Soldiers* series, to give his expert opinion.

The Bulge, based on the German offensive in the Ardennes in 1944, is less than half-way to being a good wargame — it is up to the player to supply the other half.

While, as Argus rightly say, the "traditional wargame sometimes puts you in the position of a god rather than a Field Marshall" (*sic* — their booklet has a number of spelling errors) the computer program can conceal information from the players in the same realistic "fog of war" which surrounded real commanders. The drawback is that, whereas a non-computer wargame can be altered or improvised, the finished program on tape cannot be improved upon by the player — it must be perfect.

This is what Argus claim to have done with **The Bulge**, and sadly they have not delivered. The fundamental problem is one of game construction. Often, as with **The Bulge**, a program mechanism is written first and applied to a historical event later. What is far more difficult is to find out what happened in the historical event, isolate those points which made it different from any other event, and find mechanisms to bring this out for the player.

The Ardennes offensive was launched through Hitler's belief that the Anglo-American-Russian alliance was fundamentally unstable. Its object was to drive through to the coast at Antwerp, cutting off the British and Canadian forces which would then (somehow) be destroyed. The Western Allies would collapse, negotiate a separate peace, and leave Germany free to deal with Russia alone. **The Bulge's** briefing booklet describes this plan as "sound, although ambitious". No senior commander on either side thought so.

The Germans rapidly modified Hitler's masterplan, at first tacitly and then openly, into the "Small Solution", a double envelopment of American forces east of the River Meuse, which was the best they could hope to achieve.

Their problems were first the secret assembly and supplying of seven armoured and thirteen infantry divisions from an army short of fuel and equipment, and then how to overcome the powerful artillery and airforce which the Americans used to compensate for their inferior infantry and armour. The chief American problem was in identifying the nature of the German threat.

The main reason for the initial surprise and success of the offensive was that it simply did not make sense as an operation of war.

It was bound to fail, and it did. General Patton at least wanted to offer no defence to the first German penetration, letting them over-extend and improving the American chance of destroying them completely.

The Bulge, in which the player takes either side against the computer — or another player with linked Spectrums — replicates the initial surprise by permitting the Allies no initial orders for their forces, and thereafter places, rightly, its greatest stress on the intelligence battle, encouraging the player to interpret its brief reports and issue orders accordingly.

Unfortunately, the player is told far too much. Whereas the real battle was fought in a state of intelligence confusion, the game provides the player with the complete order of battle, including re-inforcements, for both sides, while in its course the name, strength and status of both friendly and enemy units is automatically and accurately given when desired.

Even worse, the German player is told that "if the fuel depot at Spar" (*sic* again, and it was not at Spa but near La Gleize) is not captured all German units move and fight at half strength". In fact *Kampfgruppe Peiper*, which nearly stumbled on the depot, was unaware of its existence throughout the battle. Moreover, had the fuel fallen into German hands it could not easily have been distributed to their entire force.

In the real battle of the Bulge — like every other battle — units got lost, reported enemy where there were none, exaggerated or underestimated their own peril, blundered into each other, were shot at by their own side and turned up in exactly the right place by purest accident. None of this happens in **The Bulge**.

At the same time the player is told too little of what a real general would know. Two simultaneous levels of command are offered. A strategic map shows the area from the German frontier to the River Meuse (the Sambre in the booklet), approximately the operational area of the U.S. First Army, on which units of both sides are shown moving. The player jumps from this to a tactical map of a few kilometres in which specific units fight the enemy.

On the general map — which still does not cover the whole area without scrolling — military units are shown as NATO standard symbols, but no orders can be given to them.

This double command level means again that the player has more knowledge, and takes more decisions, than any individual in the real battle.

It is at the tactical level that the game is weakest. The Allied artillery, their most important weapon, is factored in to their units' strength (although, oddly, German artillery is shown as distinct units). The German S.S units are given greater fighting power because of their few King Tiger tanks.

In most cases these were far to the rear of the column, while U.S. tankmen, who saw Tigers everywhere, showed a marked reluctance to engage any German armour.

The game neither enforces nor requires units to keep formation or present a solid front, both of which are major problems in a real battle.

Despite the stress placed by the game on intelligence in noting the position of friendly and enemy units the designation they are given by the program is often confusingly inaccurate. Combat Command "A" of 9 Armored Division, for example, is described as "9 CCA Regiment".

Most of these objections can be overcome by organising the game for more than one player. The game controller, with access to the computer, would pass limited information to the strategic player, sitting with his own map but without knowledge of the enemy order of battle.

A third player might be given access to the tactical map to fight the battles. In this way the advantages of the computer program in book-keeping and movement would be maximised, and its shortcomings in historical realism minimised.

But to play the game properly it is necessary to draw and keep one's own maps, and note movement and losses on paper. This is exactly the kind of book-keeping that the computer program is meant to render obsolete, and after a while the good player will abandon the program to carry on the game himself by more conventional methods. **The Bulge** is fun, and highly playable if the events it is meant to represent are ignored.

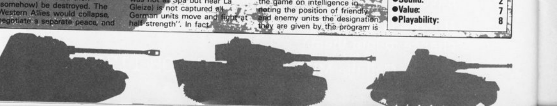
The victory criteria in **The Bulge's** program are based chiefly on a notional points value of towns on the strategic map held or captured. This also must be changed to provide a realistic wargame.

Given that the breakthrough to Antwerp was not feasible, the only object of the offensive for either side was the inflicting of enemy casualties: the Germans in their original hope of weakening or breaking the Western Allies, and the Allies in easing their crossing of the Rhine in the spring.

In the event, the Germans succeeded just enough for the Allies to request an early offensive in the East by the Red Army.

Far from strengthening Germany's hand against Russia the legacy of the Bulge was Russian — rather than American tanks in Berlin.

●Graphics:	5
●Sound:	2
●Value:	7
●Playability:	8



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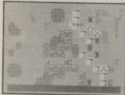

- **Machine:** Spectrum
- **Supplier:** Lothlorien
- **Price:** £9.95

Waterloo is a one player wargame, smartly packaged in a video wallet and includes a well-presented booklet, which contains all the necessary information to play the game together with some tactical hints and historical information.

While not as detailed as *Crusade in Europe*, the booklet is easy to use and does include a printed map.

Set in one of the most interesting of all wargame periods, the game is for one player only, giving you command of the French army and will appeal mainly to those seeking a challenge and to experienced wargamers rather than arcade game players.

Unlike Lothlorien's last war game, *The Bulge*, the graphics are not to arcade standard but have been based upon wargaming symbols.

While cannons and horses would have looked nice on the screen, there were definite advantages to receiving clear information about units without having to use the cursor to distinguish one unit from another.

Control is by keyboard inputs giving a wide range of command options and there is always a screen prompt to remind you of your current options. Movement is quick and simple.

With every computer wargame the essential elements stand or fall by the "skill" of your computer opponent and the variability of the game.

There are three levels of play and the computerised British fight a demanding game at level three, I was unable to score a significant victory.

The game also allows for the computer to take control of some of the French army corps or to split up the corps into individual units each under its own set of orders. Both of these options in different combinations give great scope for interesting replays of the game and add greatly to the overall playability.

The map itself is clear and concise being somewhat larger than the full screen, but sound is rudimentary.

Overall, I felt that *Waterloo* is a welcome addition to the current crop of computer war games which seem to be a fast growing part of the market.

While the game is sufficiently demanding for the experienced wargamer, the facility to give partial control of your army to the computer could make this a good buy also for the novice to "cut his teeth on". Definitely a game I shall continue to play.

Graphics	6
Sound	3
Value	8
Playability	9

ASSAULT ON PORT STANLEY

- **Machine:** Amstrad
- **Supplier:** Amsoft
- **Price:** £8.95

"Relive the triumph of our brave forces who went to the Falkland Islands to fight for the freedom of a small group of British subjects," says the cassette inlay.

But basically this is a battle game in search of a title. It could be anything. Assault on the Isle of Wight, for instance.

However, for some reason, Amsoft has decided to cash in on the still fairly recent troubles in the South Atlantic. It must be annoying to many people who fought and suffered through the conflict to have to put up with this sort of exploitation.

The game opens with you in command of a warship approaching enemy ships blockading the islands. While shelling the ships, enemy planes will also attack you. There is also the option of taking off in a helicopter from the ship to battle with the aircraft.

Ultimately the mission is to reach the islands and pick up troops who have been running sabotage missions.

Hardly an original idea, we think you'll agree.

Graphics	5
Sound	5
Value	4
Playability	5

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CRUSADE IN EUROPE

- **Machine:** CBM 64
- **Supplier:** MicroProse/US Gold
- **Price:** £19.95 cassette and disk

Normandy, The Rhine and the Bulge — the *Crusade for Europe* is on. And it contains a good mix of action and excitement for the new wargamer and a lot for the more experienced player.

This game follows the same pattern as a number of other simulation type games currently available which — I am pleased to see — are becoming more and more popular.

The first point which is worth making is that although at an initial glance many of these simulations seem quite foreboding, this is often not the case when it comes to the actual play of the game.

This is true with *Crusade in Europe*. The game mechanics are, in fact, amazingly simple although there is still plenty to think about for the more experienced wargamer.

The booklet, which is included in the pack, is extremely well presented and easy to follow. If you just want to get straight into the play, you do not really need to read very much at all for a game of this potential complexity.

There is, however, a wealth of additional information in the booklet for the real buff — historical and military background, hints on play, maps, details of units etc. All of this, helps to create atmosphere and, I found, a quite surprising sense of excitement and addictiveness.

The player has an immense number of options open to him on loading up the program. He first of all chooses which major scenario he wishes to play: Battle of Normandy; Race for the Rhine; Operation Market Garden; Battle of the Bulge; The Battle for France.

There are then a number of different variations available for each scenario. In addition to this, the player has complete choice of 1 or 2 player game; Who controls which side; Handicapping system for the different sides; Choice of Icon or token graphics; Style of movement; Joystick or keyboard control.

The facilities within the game — viewing terrain, checking overall situation, checking units and generals are also quite useful.

I must say, however, that I personally found the overall level of graphics disappointing and although similar to the other games in this series, not really quite up to the current standard of graphics in some of the other current wargames. I put this mainly down to their size.

One of the options available in this game, is to view the overall disposition of the troops. To be frank, the drawing of this map is very slow although it does not really detract too much from the game.

Sound effects are rudimentary but not all that important.

In general, I feel that this game is a good buy, well presented, thoroughly researched and enjoyable to play. The levels of computer tactics built into the one player game make it perfectly possible for either the novice or the veteran to have a good battle, although I cannot help feeling that the game will be better value for money to the experienced wargamer than the novice or the arcade freak.

Graphic	6
Sound	5
Value	6
Playability	8

BATTLE OF BRITAIN

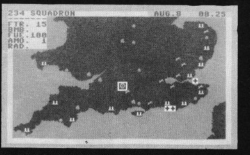
- **Machine:** Amstrad/CBM 64
- **Supplier:** PSS
- **Price:** £9.95

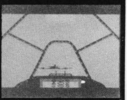
Battle of Britian, part of the Wargamers series from PSS, is designed to appeal to both the more experienced wargamer and the novice.

The optional arcade sequences should make the game more accessible for the beginner.

The Battle of Britain took place between July and October 1940 when the German Luftwaffes attempted to defeat the RAF and pave the way for a German invasion of Britain.

Your mission is to control Fighter Command and deploy you aircraft against the German airforce. You must also struggle with the problems of flying time, ammunition, landing strips and the size of the attacking forces.





Complex and satisfying, *Battle of Britain* builds into a very atmospheric game. The arcade sequence graphics — which include flying a Spitfire in air-to-air combat and firing anti-aircraft guns — are more than adequate.

The instruction booklet is comprehensive and the only grouse is that it does not contain any historical background to the *Battle of Britain*.

Graphics	8
Sound	7
Value	8
Playability	9

DECISION IN THE DESERT

- **Machine:** Atari
- **Supplier:** MicroProse/US Gold
- **Price:** £19.95

Decision in the Desert is the follow up to MicroProse's *Crusade in Europe*.

The format and presentation are similar to *Crusade*. Five campaigns are covered, centering on North Africa between 1940 and 1942.

They are Sidi Barrani, dealing with the British victory over Italian troops; Operation Crusader, a month long battle between Rommel and the British at Tobruk; Gazala, dealing with what is thought to be Rommel's finest hour; First Alamein, the last of the great mobile desert battles and Alam El Halfa, the beginning of the end for Rommel.

There are variants to each of the scenarios for the players — either one or two — to excersise his military skills in an effort to alter the outcome.

The player is provided with a wealth of game play information, which, although appearing quite complex at first, can be mastered with time and effort.

The historical notes are quite comprehensive and, although it is not really necessary to read them to play, they add at lot of atmosphere to the game.

The only real drawback about *Decision in the Desert* is the price. It's a little on the steep side and would probably discourage all but the most dedicated player.

Graphics	6
Sound	5
Value	6
Playability	7

ARNHEM

- **Machine:** Amstrad
- **Supplier:** CCS
- **Price:** £9.95

Arnhem simulates the "Market Garden" operation in 1944 when the British planned to smash the German occupation of Holland.

Three divisions of Allied troops were dropped behind enemy lines to capture vital bridges.

This is an attractively presented, well packaged game. It comes in an A5 video wallet with an extremely well presented booklet containing some useful historical background.

The screen layout is slightly altered from the Spectrum version of the game and I found the presentation of the on-screen information slightly less easy to take in at a glance as a result.

The game itself is very good and there is little that could have been built in that would really have enhanced it. The map and unit graphics are of a high standard and even the sound effects aren't too bad.

There are five game options, covering different sections of the Arnhem Operation. (Option five covering the whole lot) and the player can choose from one, two or three player options.

I feel that the German tactics in the one-player games are a little stilted, slightly unimaginative and a bit predictable. I also feel that the stacking of the units and the graphic representation of their movements are somewhat cumbersome.

I am, however, nit picking. Previous reviews of the Spectrum version of this game have certainly sung its prases and, in my view, quite rightly so.

The game is user-friendly, and the mechanics are easy to follow. Certain aspects of the phasing of movement are reminiscent of *Confrontation*.

Graphics	8
Sound	6
Value	9
Playability	8

CONVOY

- **Machine:** Spectrum
- **Supplier:** Budgie
- **Price:** £2.50

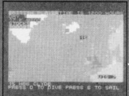
Naval warfare during World War Two forms the back drop for this two-player game.

Each player — British or German — takes his turn to enter his orders into the computer after which all the ships move and their positions are plotted on the map.

Any ship-to-ship contact is advised to the players.

If appropriate, orders can then be given to aircraft which go on scouting missions, again, any contact with enemy ships being advised accordingly.

Engagements between ships are then displayed graphically, although in a fairly rudimentary fashion. When any aircraft have spotted enemy ships, the player has the chance to decide at what point to drop his bomb as the aircraft "flies" over the ship in question. Again the graphics here are somewhat rudimentary.



While there are some quite nice illustrations in this game, particularly of some of the ships, they do not, unfortunately, make up for what is basically a good idea very poorly implemented and about 12 months out of date.

The fact that the game is mainly written in basic does not help, certain parts being extremely slow, tedious and boring. On several occasions I waited over two minutes for the positions of the ships to be plotted.

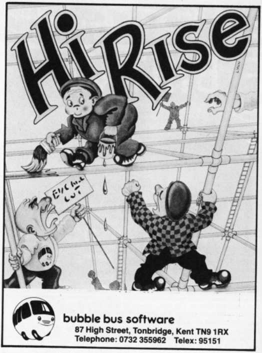
Orders for each ship (speed, direction) have to be laboriously entered via the keyboard and, before each player enters his orders, we have yet another wait while the positions of his ships are plotted.

Navigation is very difficult.

In summing up, I can do little more than say that this is a real bummer. Nice idea, pity about the product.

But then what can you expect for £2.50. Best save your pennies for a worthwhile game.

Sound	4
Graphics	4
Value	3
Playability	4



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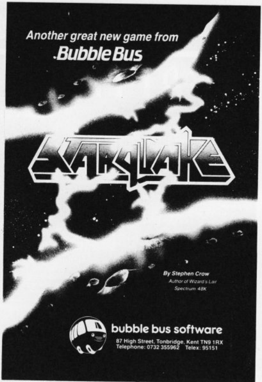

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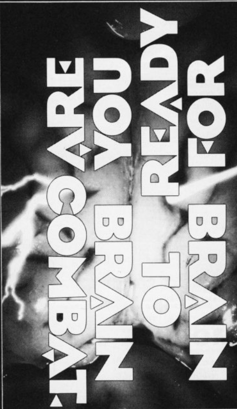
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WHO DYES WINS

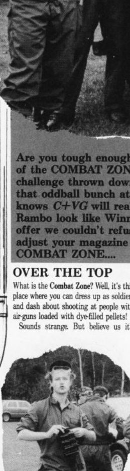
From left to right: Tim Metcalfe, Craig Kennedy, Lesly Walker, Louise Matthews, Julia Cox, Mike Corre, Mike Pattenden, Seamus St John and Marcus Rich.

Are you tough enough to take on the dangers of the COMBAT ZONE? That was the challenge thrown down to the *C+VG* team by that oddball bunch at CRL. Well, anyone that knows *C+VG* will realise that we all make Rambo look like Winnie the Pooh. It was an offer we couldn't refuse, wasn't it? So, don't adjust your magazine as we take you into the COMBAT ZONE....

OVER THE TOP

What is the **Combat Zone?** Well, it's this place where you can dress up as soldiers and dash about shooting at people with air-guns loaded with dye-filled pellets!

Sounds strange. But believe us it's simply the most fun you can have in the woods with your clothes on!



Combat Zone is based on an original American role-playing game called **Capture the Flag**. Basically what you have to do is capture the flag from the camp of the "enemy" team and return it to your own HQ.

Sounds easy. But actually doing it requires a good sense of strategy team work — and you have to be quite fit!

This last bit was the thing that worried Field Marshall Metcalfe most of all. Would the *C+VG* Hit Squad be up to all that running around after weeks sitting in dark holes playing computer games?

Zero Hour came and saw the *C+VG* team preparing for combat on the outskirts of a wood somewhere near Brentwood, Essex.

We were given a set of military fatigues, ammo-belts, hats, goggles and most importantly the weapons. Air guns and twenty rounds of the deadly dye filled pellets.

Once we were kitted out we headed for the woods. The two teams headed for their respective camps. *C+VG* was the Red team. CRL were the Greens.

A few minutes working out the plan of attack and then battle commenced! Each battle lasted an hour and during the day we played five — winning three to CRL's two. Told you that the *C+VG* team were tough!

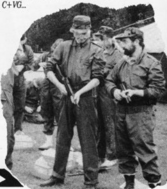
Various tactics were employed — all out attacks, sneaky raids on poorly defended camps and even kamakaze dashes into the enemy strongholds. The flags were carried backwards and forwards over the battleground many times that day.

Sometimes people were just in sight of their camp with the enemy flag when someone popped out of the bushes and shot them — picked up the flag and dashed back to their camp with it!

What does it cost? Well you'll need to shell out £25 for the day. But that includes hire of all the gear and guns and a meal at lunchtime. Worth every penny.

To give you a taste of just what went on we asked the *C+VG* Hit Squad to relate their war stories. The stories of courage and daring came from Lesly Walker, Louise Matthews, Mike Corre, Craig Kennedy and the Ed.

If you are interested in learning more about the COMBAT ZONE then write to the Combat Zone (London) Ltd, PO Box 22, Loughton, Essex. IG10 9UD or call 01-502-3494. It would be nice if you told them you heard about the Zone from C+VG...



Continued on page 42 ▶

LOUISE'S STORY

A shot in the back. A straight kill and — for me — another game was over. "Into the Dead Zone" someone shouted at me — so off I went, very reluctantly. I'll get my revenge next time, I thought.

Next game started and we stealthily encircled the enemy camp. Green flag ahead and in we swooped amidst a hail of bullets. Five men down and five left — but we had the flag and we had to get back to base. Off we sped, charging through the undergrowth as the enemy followed in hot pursuit.

Our camp was ahead. But a net of green men surrounded it.

Bullets were flying, we were outnumbered, but our tactics paid off as we covered our men and they sneaked through the enemy lines, unharmed. The Reds had won again!

MIKE'S STORY

What an experience. Now I know how Butch and the Sundance Kid felt when they got surrounded by hundreds of heavily armed troops down in Mexico!

Just two bullets left, three of the mighty Green army rushing down at me — and I was the ONLY Red team member left alive! Could I save the flag — or die gloriously in a wild splurge of yellow ink pellets?

'Who dyes wins! Death and gblory:' The voices of past Combat Zone heroes — an the yells and whoops of support from the Red Dead Zone urged me on...

A zigzag run and two Greens fell to my witheringly accurate shooting. But I'd used all my bullets. And suddenly another Green appeared out of nowhere to grab the Red standard and head off towards their distant camp!

Then the other surviving Green blasted me. Another corpse for the Dead Zone and a victory for the Greens. Curses!

- For his considerable courage in the face of insurmountable odds Mike was later awarded Player of the Day Award by the Combat Zone organisers!

LESLY'S STORY

I'm not going to like this. Anyone know where the nearest pub is?

Struggling into army fatigues in the middle of a cold field is not my ideal of the best way to spend Saturday mornings. After being issued with our guns and bullets (Actually they were ink pellets — yellow, would you believe) we set off for the Red's Base Camp.

After basic instructions we were asked who wanted to defend the base camp and who wanted to go and capture the Green flag. No prizes for which option I picked.

Eventually I found somewhere to hide and took up my position. A couple of minutes passed and suddenly we heard something, guns poised we were ready to shoot. False alarm! We forgot it was Autumn and that conkers fall off the trees at this time of year.

Suddenly there they were, running through the forest, they were coming to get our flag!

This is it. Cock the gun, makes sure the gun safety catch was off and get these Greens lined up in our sights.

Slowly, slowly put pressure on the trigger... But wait, they are carrying a Green flag. And they are wearing red armbands... It's our own men! We've done it, we've won the first battle.

After that there was no holding us back and for me there was no more wanting to defend. I wanted to be right in the middle of what ever was going on.

Running through the undergrowth, avoiding pellets, ambushing the opposition, diving into any handy hole you could find.

By the end of the third battle we were all walking around thinking we were pros with our guns slung casually over our shoulders.

CRAIG'S STORY

What am I doing here? That was my initial reaction on arrival at base camp Combat Zone!

I've always had this unfortunate ability to put myself in potentially embarrassing situations. Making a fool of myself seems to come naturally — which is probably why I work on C+VG and why I took the opportunity to go to Combat Zone!

I also couldn't see myself in a military situation. I mean, let's face it, I'm no John Wayne. Running for a bus is my main form of physical activity.

I'm more of a Wimpo than a Rambo! My body has a strong resemblance to a runner bean. I look like I should get sand kicked in my face. So, why was I at Combat Zone?

What would my friends think? Is it morally right to go out for the day with the intention of killing as many people as possible? Wouldn't it be a bit violent?

With all these worries in my head I was decked up completely in khaki, given my gun and ammo and led off into the battle area with an assorted bunch of mentally unstable colleagues from C+VG.

The first game came and went, I did what was expected of me and oddly enough I didn't make a complete idiot of myself. Was that the theme tune to *Bridge Over the River Kwai* I was humming?

Between looking mean and purposeful I was laughing a lot, the sight of Private Benjamin Walker skipping through the undergrowth in full combat gear, but, wearing last year's trendy shocking pink booties and long gold ear-rings, couldn't be guaranteed to induce dread and fear in the enemy.

Yes, I enjoyed myself. It was a bit like playing soldiers at times but with guns that really fire. It was often chillingly realistic.

All my initial reservations were unfounded.

However, I still, looking back don't like the way I so easily fell into the 'killing' role. I'll just have to accept that under this angelic exterior lurks a wee devil.

THE ED'S STORY

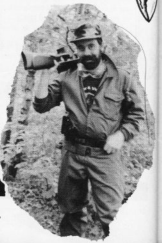
There I was hiding behind this tree deep in Green territory. There were three of us. Seamus, Mike and me. We could see the few remaining Green troops wandering about aimlessly, guarding their flag. Just as we thought. The rest of them had gone off on a mass attack on our home base, leaving their camp only partially defended. This was our chance. We could grab the flag and go for glory. It'll be easy!

We crept closer and closer toward the camp until we were right on top of it. We were so close we could smell them!

I made a dash for the cover nearest their flag. No sign of any violence on their part yet. I checked that my gun was loaded and ready to fire. I didn't want any embarrasing moments with the safety catch.

I took a deep breath and dived for the flag. Suddenly the air was full of bullets!

I went off to sulk in the Dead Zone, covered in yellow slime. And the terrible laughter of C+VG artist Ian Ellery, a Green for the day, echoed through the woods behind me. He'll never work again, I thought to myself...



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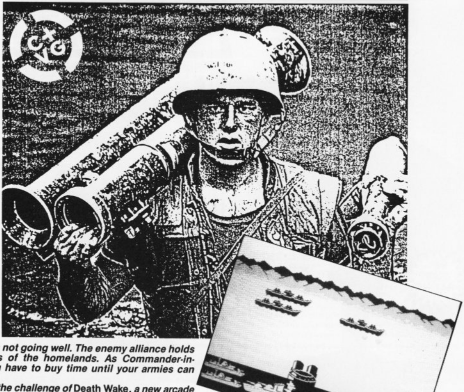

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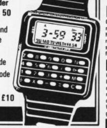

AMSTRAD CPC 464

Avoid the rockets and anti-aircraft guns and DYNAMITE the dam, only the most skilful pilots succeed. NEMESIS a sophisticated version of Othello with many colourful options and levels of play. Amstrad Cassette 50 includes arcade type games, war games, adventure games, logical, tactical, and educational games, a flight simulator, and a business strategy game.

1. Maze Eater
2. Cyclons
3. Handicap Golf
4. Rush Hour Attack
5. Royal Rescue
6. StarTrek
7. Whirly
8. Attacker
9. Fighter Command
10. Draughts
11. Evasive Action
12. Noughts and Crosses
13. The King's Orb
14. Play Your Cards Right
15. Creepy Crawley
16. Hangman
17. Pontoon Bet
18. Fireman Rescue
19. 3DMaze
20. Colony-9
21. Backgammon
22. Solit
23. Yamzee
24. Three Cardbrag
25. Trucking
26. Rally 3000
27. Sitting Target
28. Nemesis
29. Space Ship
30. Jet Flight
31. Dragons Maze
32. Intruder
33. Inferno
34. Ghosts
35. Fantasy Land
36. Space Base
37. Planets
38. Hopping Herbert
39. Dynamite
40. Timebomb
41. Day at the Races
42. Lunar Landing
43. Space Mission
44. Rats
45. Motorway
46. Dungeon Adventure
47. Space Pod Rescue
48. High Rise
49. Craps
50. Exchange

ZX 81

Even a small computer gets more from Cassette-50! You can run 39 games on just the basic 1K ZX81, while 11 more will play with the addition of a 16K expansion pack. Where else could you watch your radar instruments and judge your final approach in games like RADAR LANDING – a realtime flight simulator, or enjoy the thrills of PSION ATTACK. Logical, tactical, maze, arcade – all kinds of games on just one tape!

BBC A/B

An advanced computer like the BBC demands a sophisticated games cassette. That's why Cassette-50 gives you full use of screen modes with high resolution colour graphics, user-defined graphics, excellent sound and music, joystick compatibility and many high-speed games. HIGH RISE gives you the chance to beat a realistic roulette wheel, with all the extras, and you'll need the fastest reactions of all to beat EVASIVE ACTION as you trail across the screen in a frantic search for oxygen. With multi-levels and superb graphics this game is totally addictive.

ATARI

Munch, Munch . . . it's the MAZE EATER! Can you eat the ghosts before they eat you? Or would you rather chance it on the MOTORWAY? Your Cassette-50 is compatible with the 400/800 and 600XL/800XL series ATARI computers. Advanced features include high-resolution graphics, sound, music and mixed mode screens. Many games are joystick compatible.

SPECTRUM 16k/48k or +

'Incredibly frustrating!' – that's the verdict on Cassette-50's FROGGER. Satisfied users tell us it's one of the most challenging you'll find – it's almost as good as the arcade version! CARGO has you trying desperately to complete your helicopter mission under attack. Plus 48 other tactical, logical and adventure games featuring multi-coloured and user-defined graphics, scrolling and full use of the Spectrum sound capabilities.

1. Muncher
2. Ski Jump
3. Basketball
4. Frogger
5. Breakout
6. Crusher
7. Startrek
8. Martian Knockout
9. Boggles
10. Alien Attack
11. Lunar Landing
12. Maze Eater
13. Microtrap
14. Motorway
15. Labyrinth
16. Skittles
17. Race Track
18. Ski Run
19. Tanks
20. Solar Ship
21. Ten Pins
22. Cars
23. Stomper
24. Pinball
25. Cavern
26. Laser
27. Alien
28. Cargo
29. The Race
30. The Skull
31. Orbit
32. Munch
33. Bowls
34. Raiders
35. Field
36. Draggold
37. Space Search
38. Inferno
39. Nim
40. Voyager
41. Sketch Pad
42. Blitz
43. Fishing Mission
44. Mystical Diamonds
45. Galaxy Defence
46. Cypher
47. Jetmobile
48. Barrel Jump
49. Attacker
50. Space Mission

COMMODORE 64

Only you can save Europe from destruction! It's ROCKET LAUNCH, the thrilling war game that reproduces a European map. More ambitious? Try rescuing your crew under an ultrafast GALACTIC ATTACK and escaping back to your spaceship! Just two of the great games on your Cassette-50, featuring high resolution and user-defined graphics, sprites, sound and music

1. Maze Eater
2. Galactic Attack
3. Space Mission
4. Lunar Landing
5. Plasma Bolt
6. Startrek
7. Radar Landing
8. Attacker
9. Galactic Dog Fight
10. Psion Attack
11. Evasive Action
12. Noughts & Crosses
13. Boggles
14. Pontoon
15. Ski Jump
16. Hangman
17. Old Bones
18. Thin Ice
19. Orbitter
20. Motorway
21. Force Field
22. Nim
23. Tunnel Escape
24. Barrel Jump
25. Cannonball Battle
26. Overtake
27. Sitting Target
28. Smash the Window
29. Space Ship
30. Jet Flight
31. Phaser
32. Intruder
33. Inferno
34. Ghosts
35. Submarines
36. Rocket Launch
37. Planets
38. Black Hole
39. Dynamite
40. Do Your Sums
41. Derby Dash
42. Space Search
43. Universe
44. Rats
45. Tanker
46. Parachute
47. Jet Mobile
48. High Rise
49. The Force
50. Exchange

ELECTRON

Can your FORCE FIELD protect the city from Alien Attack – or maybe you have the skill to DYNAMITE the dam and flood enemy headquarters! Fifty different games with high speed, high resolution colour graphics, user-defined graphics and excellent sound and music. Not to mention full use of screen modes. Fifty fast-paced, fascinating games.

ORIC ATMOS

Have a go at GALACTIC ATTACK – you'll need fast reactions to beat the invaders in this all-time favourite – or if you prefer you can travel through space at warp factor 9 in SPACE MISSION, a realistic 3-D version of space warfare as seen from the cockpit of a spacecraft. Everyone has a favourite game on Cassette-50. With fifty classic and original games featuring user-defined graphics, sound effects and increasing levels of play.

VIC-20

Will it be BALLOON DODGERS, or the prizewinning DUSTMAN DAN? Play these and 40 other fabulous games – including many automatic double loaders – on your unexpanded 3,5K VIC-20. And with an 8K* or 16K** expansion cartridge you can choose from 8 additional games like STARTREK or SKULL CASTLE. Special effects user-defined graphics, super sound and music.

ORIC 1

Cassette 50 includes PLASMA BOLTS, a superb high speed version of the classic arcade Centipede game. Watch out it's really tough!

DRAGON 32

If you like the light cycles of TRON, you'll love JETMOBILE – a thrilling 2-player game featuring high speed graphics.

APPLE

Cassette 50 gives you 50 great games to choose from including a classic STARTREK and BLAZING INFERNO.

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AMSTRAD ☐ ATMOS ☐ DRAGON ☐ ELECTRON ☐

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Telephone: (0423) 504663. *Registered Number 1755554*

☑

Got a problem? Feel in need of a bit of help and assistance? Then why not write to the Bug Hunters at Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

DEAR BUG HUNTERS

The unfortunate incident with the drinks machine had been a bad break. What's more, the editor wasn't going to let me claim for the damage on expenses. In fact, the only extra money he'd agreed to pay me was 'danger money', thus ensuring that I'd have to volunteer yet again for a foray into the uncharted regions of the **Bug Hunter Recreation Room.**

The editor's a nice bloke really, always very busy, and I'm sure he didn't mean to kick me out of the office quite so forcibly. At least I'd given him a chance to relieve his pent up frustration by letting him tear up my hospital bill.

Just as I was leaving the building, there was a large crash as a potted plant smashed on the ground, mere inches from where I was standing. Looking up, I saw the unmistakable outline of our beloved editor's face, complete with cigar.

"Don't jump," I cried. "I'll get your story."

"And don't forget to get the missing lines from those Spectrum listings," he yelled, then slammed shut the window. I dived for cover, as splinters of shattered glass fell to the ground.

Entering the Recreation Room was proving to be more difficult than I'd originally thought. Nevertheless, being an ace reporter, I was determined not to give up, and had come up with a completely different tack. You see, I didn't really have to get into the room, just find out what was going on inside. I'd also recently noticed a Bug Hunter requisition for some rather lewd pictures.

The storeroom next door to the Recreation Room was dusty, musty and obviously disused. After checking and rechecking my measurements, I started drilling into the wall, directly behind the picture with the false eyes. Bribing the droid to hang the picture in the correct position had already cost me all of my additional danger money.

Big Red and **Otiss** were the only two Bug Hunters visible in my rather limited field of view. Otiss was signing photographs of himself.

"I really can't understand how you could get so much fan mail," Big Red was saying. "I mean, I realise that you're much cleverer than me, and so on, but I haven't had any mail at all. Nor have **X** or **B-Con.**"

"Not surprising really," Otiss replied. "If we assume a reasonably intelligent magazine readership, then they're bound to recognise my superior attributes.

"Don't worry about it, Big Red," said B-Con, coming into view, closely followed by X. "Have you ever stopped to wonder why all these letters Otiss has been getting are so similar? You see . . ."

"I don't know what you think you're implying with that remark," Otiss interrupted, "but whatever it is, I deny it."

"What I don't understand," said X, "is why you used a cheap photocopier to produce all those letters when I could have done a much better job for you. If I was feeling really generous, I might not even have charged you as much as the photocopier."

"Well, it just so happens that the copier downstairs is jammed and gives free copies," sneered Otiss. "Not that I've been using it, of course. Even if I did want to make copies of something, you'd probably

continued on page 50 ▶

DEAR BUG HUNTERS

be the last person I'd consider having seen the mess you made of the listings in the November issue. You lot may not have been getting much fan mail, but B-Con has been getting mountains of letters concerning those two Spectrum listings: **Poker** and **Injun-Jim.**"

"Ah...em, I think that might, possibly, in a roundabout sort of way be partially, figuratively speaking, my fault," muttered B-Con. "You know how it is, getting stuff ready for deadlines, and X wasn't around at the time, and there was this ancient twentieth century printer lying around. So you see, X didn't actually do those two listings."

"No I certainly didn't," declared X. "My copies are far better than that. Here are your correction sheets B-Con. See how I've underlined all the graphics characters and everything. Oh, I also remembered to send a copy to that reporter bloke for the magazine".

```
 145 PRINT  PAPER 7;AT N,X; INK
2;"RRRRR": NEXT N: LET X=X+6: NE
XT U: LET Y=0: RETURN
 170 IF H$="6" THEN  GO SUB CL:
GO TO 500
 175 GO SUB 185: LET SW=VAL H$:
GO TO 300
 510 FOR L=0 TO 800 STEP 100: GO
 SUB (2000+L)
 540 LET FH=0: LET PP=0: NEXT L
 550 FOR Z=1 TO 2: PRINT AT 9+Z,
1;"PLAYER ";Z;" HAS ";
 555 IF O(Z)=3 AND J(5,Z)<11 THE
N  PRINT J(5,Z);F$(Z): GO TO 570
3100 REM (Anything you like)
6020 GO SUB GO: PRINT  PAPER 2;"
4D5D6D7D8D IS A STRAIGHT FLUSH:
5 CLUBS & 4,5,6,7 & 8."
6050 GO SUB GO: PRINT  PAPER 2;"
(inv vid)A FLUSH(true vid) IS 5
CARDS OF THE SAME  SUIT:AAAAA:5
HEARTS,5 CLUBS etc "
```

"What's this!! Mutiny!!"

Otis virtually exploded in anger as he did a wheelie round the table. "I thought we'd agreed not to give any information to those magazine people until they started giving us those small essential little luxuries we'd asked for.

"I'll stop you. The post-droid happens to be a very good friend of mine, and has done one or two little things for me in the past, so I'll make sure that correction sheet doesn't get anywhere. You should know by now that . . ."

```
 130 FOR f=1 TO 30: PRINT AT 21,
f; INK 2; PAPER 7;"F": NEXT f
 150 PRINT AT z,x; PAPER 6; INK
2;"E";AT z-1,x; INK 2; PAPER 7;"
F": NEXT f
 230 PRINT AT z,x; PAPER 7; INK
4;"D": NEXT f
 240 PRINT AT d,a; INK 0;"A";AT
d+1,a; INK 1;"B"
1030 PRINT AT d+1,a; INK 1;"B"
1080 IF c<>0 THEN  PRINT AT d,a-
c; INK 0;" ";AT d+1,a-c; INK 0;"
"
1090 IF c<>0 THEN  PRINT AT d,a;
 INK 0;"A";AT d+1,a; INK 1;"C"
2010 PRINT AT 10,1; INK F; OVER
1;"                              "
: LET F=F+1
7010 PRINT AT d,a; INK 0;"A";AT
d+1,a; INK 1;"B";AT d+2,a; INK 0
;" ": NEXT f: INK 0: RANDOMIZE U
SR 23317: RETURN
8020 PRINT AT d-1,a; INK 0;" ";A
T d,a; INK 0;"A";AT d+1,a;"B": I
F d=20 THEN  GO TO 6000
```

"What's an essential luxury, Otiss?" asked Big Red.

"What? Well it's a necessary item that we don't . . . Well . . . Oh, stop asking such stupid questions and get on with those envelopes."

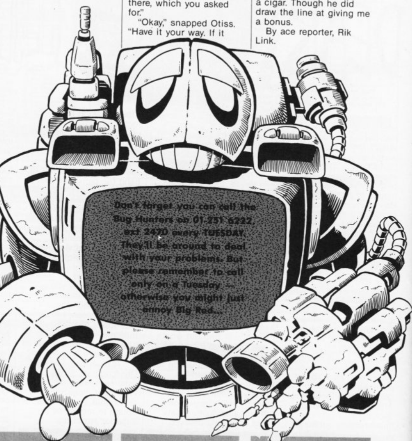
"What he really means, Big Red, is that it's just another nonsensical phrase that he's invented," said B-Con. "Look, Otiss, I know what you agreed to — without consulting the rest of us — but they have sent us those pictures on the wall over there, which you asked for."

"Okay," snapped Otiss. "Have it your way. If it was MY decision not to talk to them, and they sent ME the pictures, I think I'll take them into MY room." Grabbing the pictures. Otiss left the room, slamming the door.

As Big Red started throwing the piles of envelopes down the waste chute, X came over to my wall and peered through the two holes. "I know you've been there all along," he whispered. "I'll let you off this time, but I warn you not to try this particular stunt again. See you next month."

Thus ends my first pain-free encounter. I've printed the correction sheet The editor was so pleased that he's insisted I volunteer again next month. He even gave me a cigar. Though he did draw the line at giving me a bonus.

By ace reporter, Rik Link.



Don't forget you can call the Bug Hunters on 01-251 6222, ext 2470 every TUESDAY. They'll be around to deal with your problems. But please remember to call only on a Tuesday — otherwise you might just annoy Big Red...

The Commodore 128.
When you look at the facts
they do seem to weigh rather
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When you add it up, the Commodore 128 is really three computers in one.
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CBM64/128

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Map: Be wise in your campaign strategy, protect those depots in danger from enemy forces, rally your firepower to it's most destructive effect.

Ambush: The valley is infested with enemy forces but no matter reach the other side you must. Good luck and happy shooting.

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COMMODORE 64/128 SPECTRUM 48K

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ARCADE
HALL OF FAME

COMMODORE 64/128

SPY HUNTER
* Entered UK Charts
21st February 1985
Weeks in Charts – 16

'Superb Arcade Game'
Zzap! 64

TAPPER
* Entered UK Charts
10th January 1985
Weeks in Charts – 9

'Great Sound and graphics, fast and addictive'
Your Computer

UP 'N' DOWN
* Entered UK Charts
2nd May 1985
Weeks in Charts – 7

'A curious, cute and highly addictive car game'
Computer Trade Weekly

AZTEC CHALLENGE
* Entered UK Charts
5th April 1984
Weeks in Charts – 16

'It's gripping music and imaginative setting makes this seven screen thriller a cut above the rest'
'Zzap! 64

BLUE MAX
* Entered UK Charts
24th January 1985
Weeks in Charts – 10

'A great game – highly enjoyable'
Your Commodore

SPECTRUM 48K

BLUE MAX
* Entered UK Charts
22nd February 1985
Weeks in Charts – 12

'Blue Max is certainly a great game'
Crash

RAID!!
* Entered UK Charts
4th April 1985
Weeks in Charts – 22

'Absorbing, addictive and fun to play'
Crash Smash

FLAK
* Entered UK Charts
8th October 1984
Weeks in Charts – 6

'Will you survive the Flak'
Your Computer

ROCCO (Gremlin Graphics)
* Entered UK Charts
1st July 1985
Weeks in Charts – 6

'Animation is great, if you want a good punch up – Rocco is the game for you'
Computer & Video Games

HUNCHBACK II
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'85% Very playable and addictive 'Long life in terms of appeal'
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COMMODORE 64/128

* Based on compiled data (64/Spectrum) from Ram/C/Micro Dealer Charts

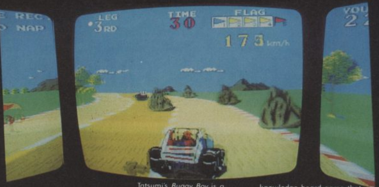
★ARCA

Clare Edgeley, Ideas Corp's Arcade spy, is relentlessly seeking new games. This month her investigations take her to Arcadia '86 — the exhibition where all the top manufacturers unveil their latest creations . . .

● ARCADIA '86

The Associated Leisure Preview '86 at the end of October held promises of a whole new batch of games to hit the arcades in the coming months.

Many of the games were being shown in the UK for the very first time and there were a number of crowd pullers including *Choplifter*, *Buggy Boy*, *Gauntlet* and *Indiana Jones and the Temple of Doom*. *Indiana Jones* was reviewed in December's issue and attracted a lot of attention. There was only one laser disc game — *Captain Zap* from Universal, modelled on the same format as *Don Quixote* launched at the same time last year.



Captain Zap, a handsome young man, has given up his trusty steed for a huge motorbike — probably because it gives him a better image and bikes are generally faster than mules. Anyway, he's off to rescue his loved one, kidnapped by an evil magus, and must prove himself by performing many brave and seemingly foolhardy deeds.

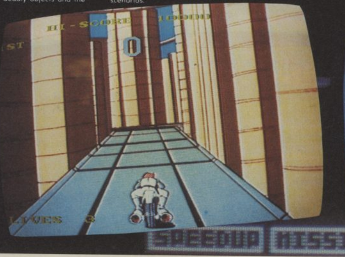
Poor guy, I kept steering him into walls and he didn't get very far, but, if you follow the arrows which flash the direction he must take, Captain Zap will hurtle round corners, avoid deadly objects and the like.

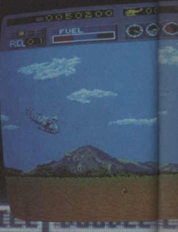
The game needs split second reactions and the arrows don't flash every time, so much of the game is played by trial and error. Still, it's a good laugh and the cartoon animation is excellent.

Sega's *Choplifter* was apparently a huge success in the Japanese show, held early in October, and seemed to be attracting much attention at the show. It involves a rescue bid by helicopter of 32 hostages and calls for some very nifty flying through battle torn scenarios.

Tatsumi's *Buggy Boy* is a monster of a machine built on TX-I lines, only much larger. It has three screens giving a massive panoramic view of the track which is more like an obstacle course with boulders, fences, other cars to avoid, narrow bridges to cross and tunnels to negotiate, as well as coloured marker flags to hit for extra points. You have to drive at full tilt round the course in a set time and can use some of the smaller obstacles to leap your *buggy* into the air to avoid road blocks.

Those who went mad over *Trivial Pursuit* — the general knowledge board game that made such a killing last Christmas — will be thrilled to hear that there is a trivia war taking place in the coin-op industry. It seems that every man and his dog is producing a general knowledge quiz game covering such varied topics as sport, entertainment, history, geography, sex trivia — which isn't as bad as it sounds — pop, rock 'n' roll, world at war... There are hundreds and thousands of questions just waiting for you to come along and answer them. Bally Sente has the rights to *Trivial Pursuit* and the arcade game is a very





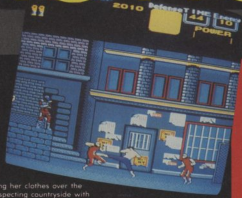
DE ACTION

good simulation of the board game, giving the questions and answers in a multiple choice format, telling you the right answer if you've made the wrong choice.

For the rest, the games come in a multitude of shapes and formats. Some are easy, others difficult and one or two are very amusing. Most incorporate a gambling mechanism so that you have to gamble a set number of points on your answer — but none correct you if you give the wrong answer. As someone said: "If you are told the right answer everytime, then you would soon learn the game and stop playing." However, you could always look up any queries in the Encyclopedia Britannica and the next time you play, you can beat the machine hands down!

Which ever game you play, they all make a good attempt to test your general knowledge. Only time will tell if they have lasting appeal. It is hoped they will be a success.

Taito has three new offerings: *Typhoon Gal*, *Knuckle Joe* and *Legend of Kage*. *Typhoon Gal* is a rather silly game involving a judo — or is it karate? — match between a young girl and her male opponent. It's really wet and I didn't think all that much of it. At the start, *Typhoon Gal* runs behind a tree and strips off — tossing her clothes over the unsuspecting countryside with gay abandon. Fortunately, she doesn't come out from behind the tree.



The next we see of her, she is leaping into a hut to take on her male opponent . Other than a few weak kicks, body blows and the occasional high leap, the fight is about as uninspiring as a wet blanket. What makes it worse is that every time she loses, she collapses to the ground and cries bucketfuls, and then throws herself across the lap of her unfortunate opponent. What a watering pot. YUK!

Taito is certainly making full use of the present martial arts craze — must be its Japanese heritage. *Legend of Kage* is far better than *Typhoon Gal* and features yet another hero trying to rescue his loved one. How much longer can this story line be used? I would have thought that it had been beaten to death by now.

The hero is some sort of good ninja up against a whole bunch of bad ninjas. He can leap as high as the trees, throw poisoned stars with deadly accuracy and twirl his nunchukkas like the best of them. But is he a match for the fire breathing ninja king..?

Knuckle Joe is entertaining, but once again it's a game with a martial arts theme. Fight off hoards of baddies with bare fists and feet using walls and ledges to leap around the screen to catch them off their guard. There's even one baddie on each screen with a weapon. Kill him, pick up the gun, blast the rest. Other than the change in scenario, the two games are almost identical, although in my opinion *Knuckle Joe* is easier and the screens are clearer and less cluttered.

SNK's *Tank* is fun and very much in the traditional style of blast anything in your path. Directional arrows indicate your route through a wartorn, maze-like landscape. Hazards to avoid include foot soldiers and enemy tanks. Your machine gun turret can be turned in any direction and the cannon fire is remarkably accurate.

SNK has another game *ASO*. For a space shoot-em-up it's great — it has fast action, lots of noise and requires accurate shooting.

Fly over a green space station blasting formations of swirling, swooping aliens and pick up energy units, marked with the letter E. You have eight weapons bases which include shields, guided missiles, flame throwers and smart bombs. You can switch to any of those if you have enough energy. Once over the space station, battle with a deadly orange monster which looks like a huge mutant octopus. Many shots are needed to kill it and you may have to resort to one of the more powerful weapons. Watch your energy — you may die if it falls too low.

Those were just a few of the great games on show and I will be looking at each game in more detail over the next few months. The show was very busy, bustling with dealers and distributors. Hopefully it won't be too long before you will see these and many more games in your local arcades.

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● SHOOTOUT

It's back to the bad old days in Data East's *Shoot Out* where the cops — or in this case one cop — takes on the Mafia single handed with only his trusty Colt 45 for company.

Shoot Out is reminiscent of the days of Al Capone — before he went to Alcatraz, that is.

One cop against the entire force of the Mafia. Gun in hand, he stands alert, waiting for the baddies. They crop up in the most unexpected places, too — from behind a fountain, round the corners of buildings, doorways and shop windows. Even crawling onto the screen in an old black sedan and then spraying you with a sub-machine gun.

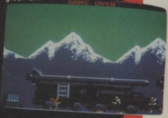
The aim is to blast them before they blast you, and if you've been practicing on similar shoot'em-before-they-get-you games like *Bank Panic* and *Hogan's Alley*, you should find this a doddle. The baddies almost stroll from their hiding places in the first screen. There is bags of time to aim and fire.

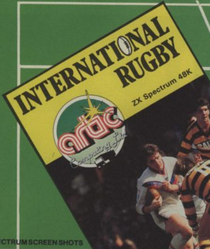
The second screen takes place in a fairground — watch out for the guy behind the window, he's placed at a difficult angle for accurate shooting. Each level also has various objects to hit — road signs, traffic lights, a roller coaster — all of which earn bonus points.

Each screen has a grand finale when a vehicle of some kind rolls up and the ground around you erupts with bullets.

Shoot Out is as much fun as *Bank Panic* and *Hogan's Alley*. Each game is different, but the idea is the same.

Take your pick, all three are great fun.





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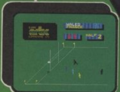
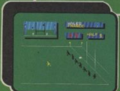
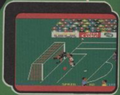
SPECTRUM SCREEN SHOTS



"YOU KICK A CONVERSION BUT HAVE YOU COMPENSATED ENOUGH FOR THE WIND?"



"UNDER PRESSURE — YOU TRY FOR A DROP GOAL".



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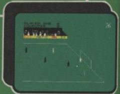

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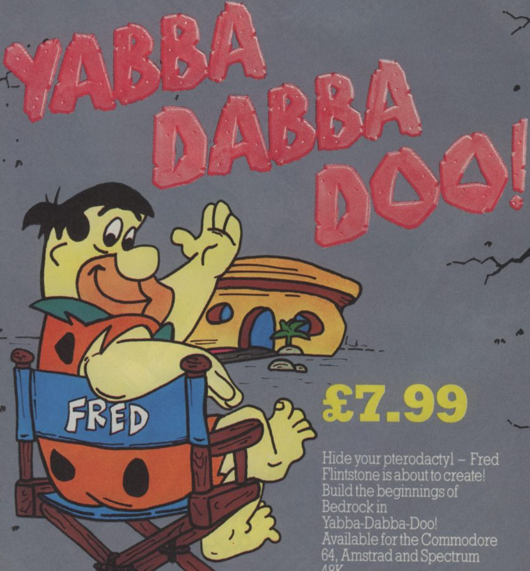

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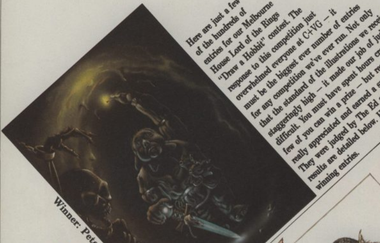
THE LORD O

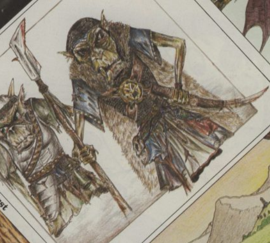
Here we present the stunning illustrations that have on

Here are just a few of the hundreds of entries for our Melbourne House Lord of the Rings "Draw a Hobbit" contest. The response to this competition just overwhelmed everyone at C+VG – it must be the biggest ever number of entries for any competition we've ever run. Not only that the standard of the illustrations we received was staggeringly high – it made our job of judging them terribly difficult. You must have spent hours creating your entries. Sorry so few of you can win a prize – but rest assured, your entries were all really appreciated and earned a special place on the C+VG office walls. They were judged by The Ed and C+VG's designer Craig Kennedy. Full results are detailed below. Hope you enjoy this glimpse of just a few of the winning entries.

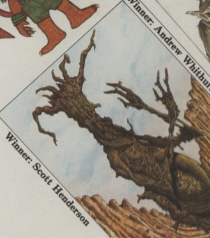


Winner: Peter Fussey

Robbie Nutall



Winner: Andrew Whithurst



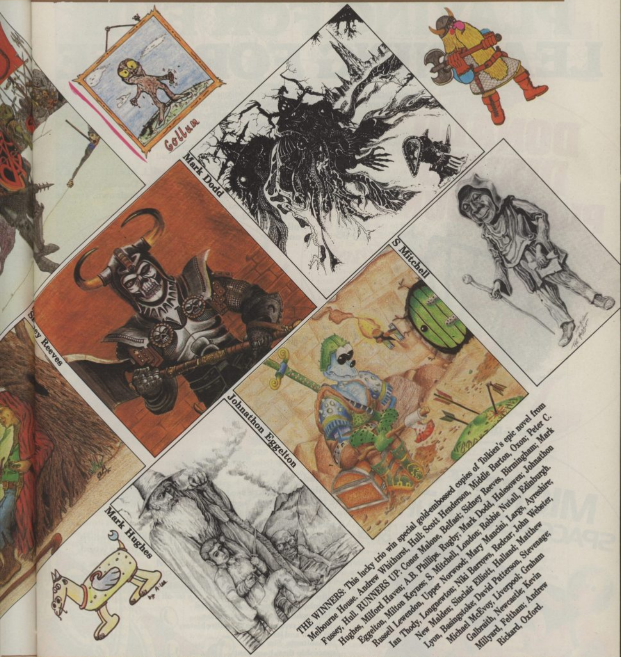
Winner: Scott Henderson

ey Re

Mr A Phillips

F THE RINGS

ve won the Melbourne House Draw a Hobbit Competition.



THE WINNERS: This lucky trio win special gold-embossed copies of Tolkien's epic novel from Melbourne House. Andrew Whithurst, Hull; Scott Henderson, Middle Barton, Oxon; Peter C. Fussey, Hull. RUNNERS UP: Conor Malone, Belfast; Sidney Reeves, Birmingham; Mark Hughes, Milford Haven; A.B. Phillips, Rugby; Mark Dodd, Halesowen; Johnathon Eggelton, Milton Keynes; S. Mitchell, London; Robbie Nutall, Edinburgh. Russell Lewendon, Upper Norwood; Mary Mancini, Largs, Ayreshire; Ian Thody, Longnewton; Niki Barrows, Redcar; John Webster, New Malden; Sinclair Elliott, Halland; Matthew Lyon, Basingstoke; David Patterson, Stevenage; Michael McEvoy, Liverpool; Graham Galbraith, Newcastle; Kevin Millyard, Feltham; Andrew Rickard, Oxford.

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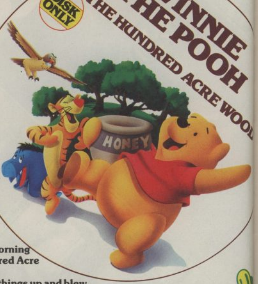

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U.S. GOLD

IDEAS CENTRAL

Welcome to IDEAS CENTRAL. My name is Melissa Ravenflame, I.C. co-ordinator. IDEAS CENTRAL is where you'll find the Bug Hunters' HQ and the man who keeps those rogue robots in order — Jackson T. Kalliber. Jackson makes sure OTISS, Big Red, X and B-Con get out there to find the hints, tips and pokes you all so desperately need for a happy existence. Don't tell them — but I can't rely on them to make a good job of it.

So the IDEAS CORPORATION and yours truly, Melissa R., need YOUR help. Remember, the IDEAS CORP will pay a large amount of credits to anyone assisting our enquiries. So, send your hints and cheats to Melissa Ravenflame, IDEAS CENTRAL, Computer + Video Games, Priory Court 30-32 Farringdon Lane, London EC1R 3AU. Due to problems with the Pokes in recent months, we have decided that in future we shall not be paying for thse until the month after they have been printed. That way will be able to tell by your response whether they work or not. So, be warned, if you want paid be sure they work. Now let's take a look at what the BH squad have come up with...

POKES

- **COMMODORE 64**

These pokes for **Blackwyche** have been devised by Peter Melly of Copt Antrin, but you must have a reset button. It will enable you to explore the ship without being killed. After the game has loaded reset your machine and enter the following:

For X=a4675 TO 4680: Poke X,234,:Next, Return.

Then type SYS 3080 return then press F1 and play the game.

Sea Lally of London and his friends heard our pleas for help and sent in lots of pokes for Commodores, Spectrums and Amstrads. He has also been picked as the winner of our **'Star Poke'** for January.

So, Sean, keep an eye out for the post and I shall try to find you some games for each computer. In the meantime the rest of you can have a quick scan over the following and see what is of use to you.

Ancipital: Type LOAD (return) and then Run (return). When game has loaded type Poke 19938, number of lives (return) or Poke 18679,173 (return) for unlimited lives. Then type SYS 16384 (return) to start game.

Spirit of the Stones: Type Load (return) Poke 1012,252 (return) and then Run(return). After the program has loaded and the computer has reset enter Poke 343322,234 (return) Poke 34323,234 (return) Poke 34324,234 (return) Poke 34328,234 (return) and finally SYS 32777 (return). You can now enter a building and be indestructible apart from a high fall.

Wizardry: Type Load (return) and when first listing has loaded enter Poke 1011,248: Poke 1012,252 (return) and then Run(return). When the computer has reset type Poke 2969 (return) and SYS2816 (return). After the four sections have loaded type Poke 3216,255: Poke 50766,255 (return) Poke 3264,234: Poke 3264,234 (return): Poke 27214,234: Poke 50151,234 (return): Poke 50152,234: Poke 50153,234 (return) SYS2970 (return) will begin the game. You now have more energy and most of your enemies cannot deplenish your energy.

- **SPECTRUM**

To enter a Poke where no loading instructions are given load the first part of the program with Merge "": List (enter) and enter the poke. Then type Run (enter) to load the rest of the program.

Lunar Jetman: Type Merge "": New (enter) and when OK appears type 10 Poke 23693: Border 0:Clear 32767 (enter) 20 Ink 0:Load "" Screen $: Load "" Code (enter) 30 Load ""Code: Load "" Coded "" Code (enter) 40 Poke 23439,201: Print USR 23424 (enter) 50Load ""Code (enter) 60 Poke 43117,255: Print USR 32768 (enter) 70 Poke 23697 (enter) now type Run (enter) and restart the tape.'

When the game begins you have 255 lives. You can adjust this by changing the value in line 60. Or try this Poke 36965,0 (enter) for endless lives. Poke 37999,201 (enter) for no enemies. Poke 43092,x-1 selects level where × 99 (enter). Use Poke 23756,1 to make the leader editable.

Trans-Am: After the main block of code has loaded stop the tape and press break. Type Poke 25446,0: Continue (enter) restart the tape and when the game begins you will have infinite lives.

Frank. N. Stein: Merge header and change it to 10 Border 0: Ink0: Clear 24750: Load "" Screen: Paper 0: Print at 0,6;: Load "" Code : Poke 28287, number of lives 0-55: Randomise USR 27890 (enter) you will now have infinite lives.

- **AMSTRAD**

Electro Freddy: Type in before running the program: 10 Memory 10000 (enter) 20 Load "A1" (enter) 30Load "A2" (enter) 40 Load "A3" (enter) 50 Load "A4" (enter) 60 Load "A6" (enter) 70 Poke 39356,255 (enter) 80 Call 39323 (enter) you will now have 255 lives. To change this alter value in line 70.

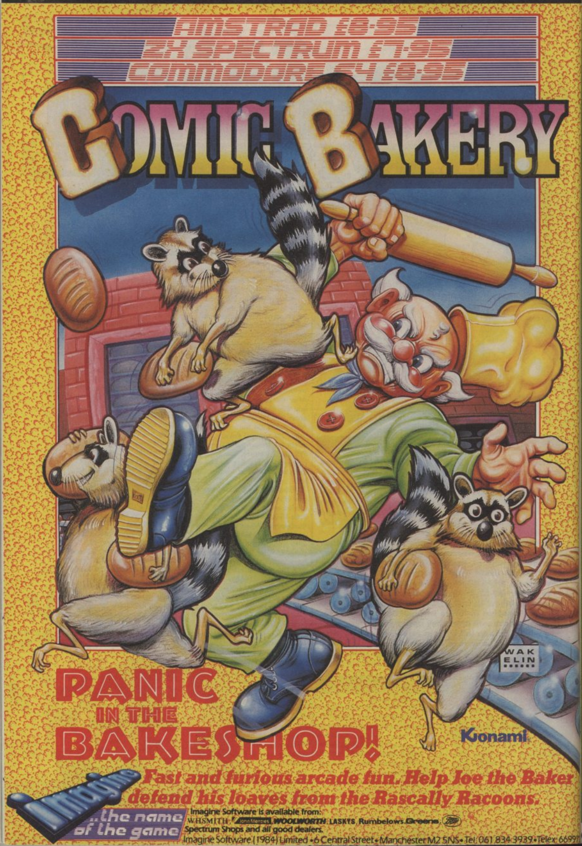
Blagger: To get these pokes in you will need to remove the protection of the Basic. Poke 32518 × where × 240 to give × lives (enter). Poke 31938,0: Poke 31940,0 (Enter) makes the conveyors act like dry land. Poke 32579,0: Poke 32580,0 (Enter) gives infinite lives.

DUMMY RUN

Eventually with the help of Simon Tansly of Birmingham we have found out how to finish this game.

I know there are hundreds of

Continued page 64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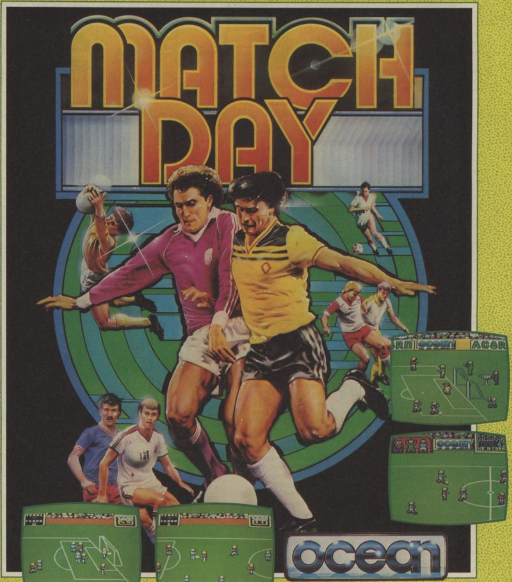

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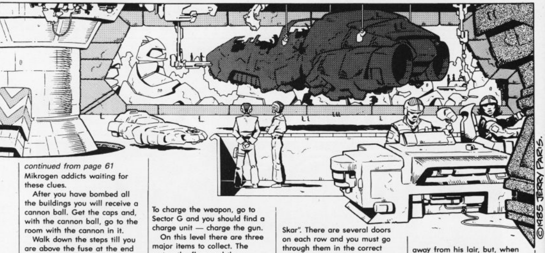
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continued from page 61

Mikrogen addicts waiting for these clues.

After you have bombed all the buildings you will receive a cannon ball. Get the caps and, with the cannon ball, go to the room with the cannon in it.

Walk down the steps till you are above the fuse at the end of the cannon. Walk off the steps and you will turn green and the cannon will blow a hole in the wall.

Go through the hole and get the bouncy space hopper. Then get the tennis racquet and go to the break-out room. When you have knocked all the bricks away you will get the glove.

Drop the tennis racquet for the glove. The glove and the bouncy space hopper will allow you to jump higher than usual in this room so jump at the ON/OFF switch...and there you are, you've done it.

And for a little extra help on *Herbert's Dummy Run*, it's over to Richard Edgerton of Sutton Coldfield for some everlasting lives (Spec 48). Print in the following listing and start you tape from the start...

```
10 CLEAR 65535
20 PRINT AT 9,3;"PLAY IN THE HERBERT MASTER
   TAPE"; AT 11,10;"FROM THE START"
30 RESTORE
40 FOR N=23296 TO 23321:READ A:POKE N,A:NEXT N
50 DATA 221,033,000,000,017
60 DATA 017,000,175,055,205
70 DATA 086,005,221,033.224
80 DATA 252,017,063,002,062
90 DATA 255,055,205,086,005
100 DATA 201
110 RANDOMIZE USR 23296
120 POKE 65093,243:POKE 65100,190
130 FOR N=65271 TO 65299:READ A:POKE N,A:NEXT N.
140 DATA 017,128,091,033,254
150 DATA 083,026,174,203,164
160 DATA 174,203,228,018,043
170 DATA 019,123,254,154,032
180 DATA 241,062,048,050.213
190 DATA 202,195,148,091
200 RANDOMIZE USR 65093
```

MARSPORT

The latest in a long line of hints from **'The Tipmaster'** is for *Marsport*. First of all you must find a gun and charge it. Start from Leve Coma Sector D and go down the downtube, into Level Elis.

On this level look for Sector G where there is a supply unit and uptube. In the supply unit you will find a gun permit. Take it.

Go to Level Daly, Sector G via the uptube. Find Sector D and a locker. In the locker there is a gun next to a key station.

Put the gun permit in the key station to retrieve the gun. To charge the weapon, go to Sector G and you should find a charge unit — charge the gun.

On this level there are three major items to collect. The water, the flour and the baketin.

Once you have these items take them to Sector F where you will find a bakery room and a factor unit in the south wall.

Put these items in the factor unit and they should turn into a cake. Put the cake in the key station next to the bakery and you should be able to enter.

Inside there is a supply unit containing dough. Take it and go back through the door and find and collect the charcoal which is on the same level. Go back to the bakery and go through the far door. You will now be carrying a gun, charcoal and some dough.

You will come out in another sector which contains a down tube which you travel down. You will find yourself in Level Farr outside a "no-entry". There is no turning back.

General hints: Always try to keep your gun fully charged because there are many Sept warriors. Try to stay away from the warden sectors, they are immune to the gun and are quite deadly. The Tipmaster says make a map, have a dictionary or encyclopedia handy as a lot of items hide a clue and make a save copy regularly because if you make an item and you die you will have to make it again. They are useful when near Warder and Sept Warrior sectors.

DUN DARACH

J. Blakely of Leeds has sent in The Final Solution!

A couple of months ago we left you hanging about the castle, so to get you moving again you have to drop the objects on the tables (not the scroll) and stop the combination at D.P.E.

Go through the door to a room with a message — "Eight Rows and Bar For Key Find Skar". There are several doors on each row and you must go through them in the correct sequence in order to go onto the next row. The order is:

Row A: 3rd door
Row D 5th door
Row G 3rd door
Row B: 3rd door
Row E 4th door
Row H 2nd door
Row C 5th door
Row F 4th door

You should now find yourself in a yellow room with a locked door. Open this up with the scroll. You will find yourself in another "combination room". Drop the objects on the tables to stop the combination at O.A.K.

Take the L-key and go through the door. In this room you will find Loea. Give him the L-key and he will give you another L-key in exchange. Follow him and he will take you to a door, this will lead to Oak Road.

Go to Claw Lane with the L-key and unlock the locked door — and you've done it!

SIM

Sim for the Electron was driving Patrick Lord crazy until the day he found a method of obtaining 255 lives. Here he tells you how to do it. Type Load "" to load the first part of the game. When the program has loaded delete lines 10 and 470. Run the program, change the keys if you wish and when "Searching" appears on the screen press Escape and type *Load=2 and then use *Load "" to load part 3 (Sim3).

When the third part has loaded, type ?&198B=255 and then type Call &4000.

When you have done this the normal screen picture and "searching will appear — now start the tape and the rest of the game will load.

You now have 255 lives. Since Patrick has used this method he has managed to get the carrot and tempt the rabbit away from his lair, but, when he enters the lair he can only travel a short distance before the program crashes.

Has anyone else experienced this? The rabbits lair is really a maze. Try breaking into the program (by pressing Break key) and then typing VDU 231,232,233 return and VDU 234,235,236 in mode 2.

DIFFERENT

From Chris and Andrew Hutson of Lincs, a few hints and tips for a number of games. *View to A Kill* — the passwords are: Section two 'QRS21' and Section 3 'QQQQQQ'.

On *Spy Hunter* to pick up some points — when the Mad Bomber helicopter appears, slow to a halt. It will hover just in front of you, dropping bombs. These miss you every time and you get 150 points for each one dropped.

Some quick pokes for 254 lives in *Spectral Invaders* insert this Poke before the Print USR statement: Poke 25062,254.

Infinite lives on *Booty*. Type in this program and run it. Start the tape from the beginning and it should load normally.

```
10 Border 0: Paper 0: Ink 0.
20 Clear 26870
30 Load "" Screen.
40 Load "" Code 26880
50 Randomise USR 26880
60 Poke 58294,0
70 Randomise USR 52500.
```

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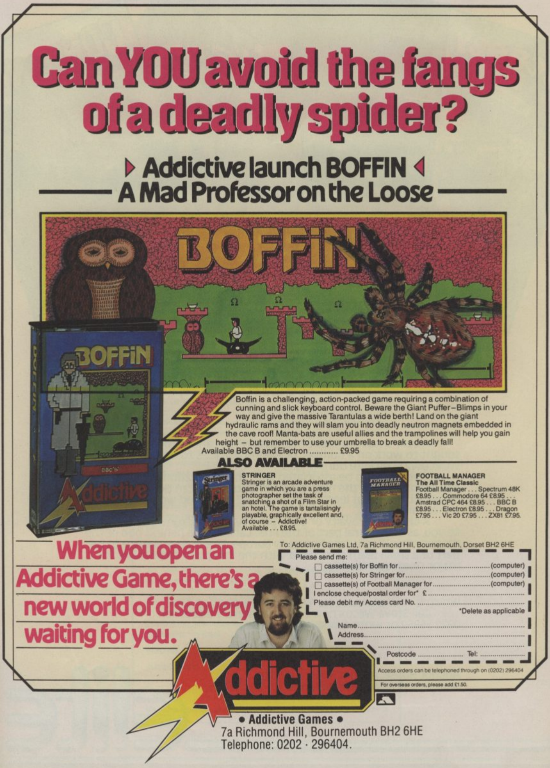

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The closing date for the competition is January 16th and the editor's decision is final.

1] What was the name of the man who had the worldwide number one hit song with the theme from *Ghostbusters*?

____

2] What was the name of the space horror film in which Sigourney Weaver starred?

____

3] What was the name of the monster who was good enough to eat?

____

4] In which city is the film set?

____

C+VG/ACTIVISION GHOSTBUSTERS COMPETITION

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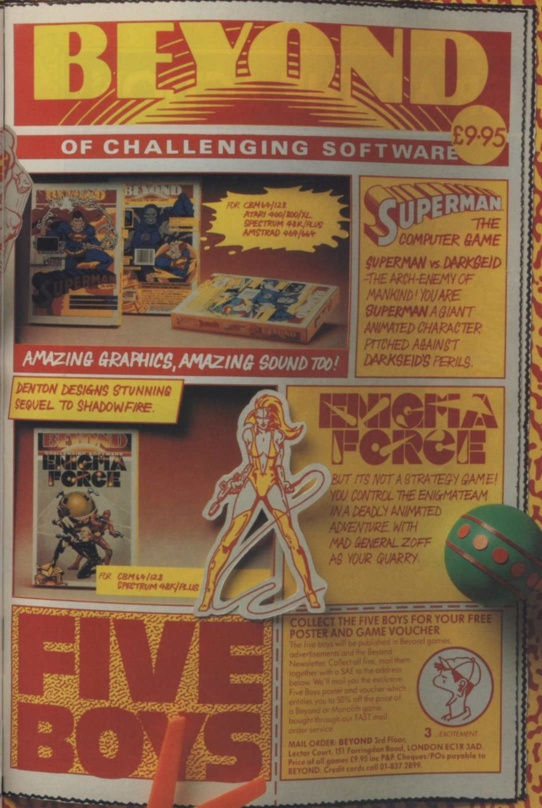

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C+VG COMPETITION

ARRRRRGGGGGHHHH! SNICK. SPLATTTT!

If YOU can tell us just what was going on at the start of this page, you'll have absolutely NO trouble solving our Creepy Friday 13th Competition.

To win the wonderful prizes from Domark — the people who will be bringing all your wildest nightmares to the screen of your machine — all you have to do is call our special Horror Hotline.

Listen to the weird noises that will come down the phone at you, work out what's going on using the clues we supply below, fill in the coupon and send it to Computer and Video Games, Friday 13th Competition, Priority Court, 30-32 Farringdon Lane, London EC1R 3AU.

Usual C+VG competition rules apply, closing date is January 16th, and the Editor's decision is final. You wouldn't want someone creeping up behind you on a dark night would you?

The number of C+VG's Horror Hotline is 01-251 5633. REMEMBER this is an answerphone service so, if the number is busy, please keep trying!

THE CLUES

Just match these clues to the sounds you hear on the Horror Hotline. Once you've worked out what the sounds are, fill in the coupon and send it to us at C+VG! The clues aren't in any particular order — so don't think we're making it too easy for you . . .

1. Jason puts some creases into a pair of trousers with a hot iron — with someone still in them! 2. Prisoner in chains runs away. 3. The death sentence is executed. 4. Jason's leg being sawn off. 5. Jason has a barbecue! 6. Jason has a whip round. 7. Enough rope to hang yourself. 8. Knock three times and ask for Jason.

Some of these clues are red herrings!

THE PRIZES

First prize winner of this horrible competition will get to suffer all the tortures on the tape: No — seriously — the winner will get a special. Eureka computer monitor, compatible with most of the top home computers plus a Domark t-shirt. No more fighting about who gets to watch the TV or use the computer! Thirty, yes 30, runners-up will get some special Domark Friday 13th t-shirts. Interested? Then dial that number NOW!

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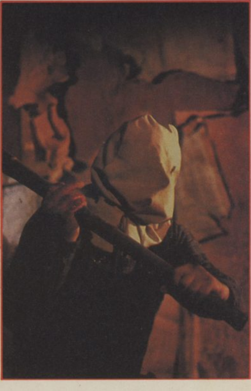

C+VG/DOMARK FRIDAY 13TH COMPETITION

*Sound 1 is*____________________

*Sound 2 is*____________________

*Sound 3 is*____________________

*Sound 4 is*____________________

*Sound 5 is*____________________

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AND HOW BADLY HE NEEDS YOUR HELP

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Ageing, losing his sight and panic stricken with overwork can Grumpy Gumphrey, the geriatric store detective, hold down his position in this department store fantasia. A kind assistant is needed to help round-up the thieves, cage the gorilla and tidy the warehouse. Would you fit the bill?

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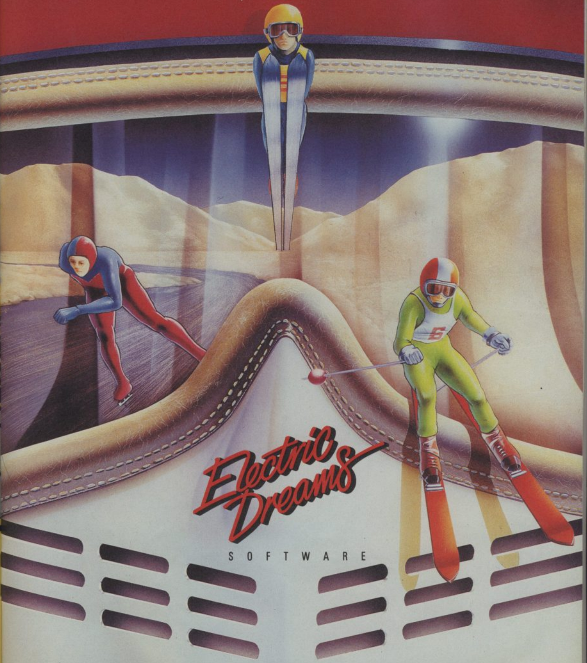
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M.Bromley (C) 1985

No. 4 JANUARY 1986

C+VG

GAMES BOOK

FORT INVINCIBLE / SEA RESCUE / SPACE MISSION

FORT INV

• AMSTRAD

A mighty fortress of stone blocks must be overrun and captured. To achieve this you must dismantle it block by block.

Easy enough, but the inhabitants of the fortress have other ideas and will attack any intruder. There is also the danger of losing your footing and plunging to your doom.

• Nigel Clarke

```
10 '******************
20 '**LOADER PROGRAM**
30 '******************
40 MODE 0:SPEED INK 10,10
50 FOR n=0 TO 5:INK n,0:NEXT
60 PAPER 0:BORDER 0:PEN 1
70 CLS
80 TAG:PLOT -2,-2,2:MOVE 254,240
90 PRINT "FORT";
100 MOVE 158,192:PRINT "INVINCIBLE";
110 PLOT -2,-2,4:MOVE 30,384:PRINT "PROG
RAM IS LOADING";
120 MOVE 158,64:PRINT CHR$(164)+" N.CLAR
KE";
130 MOVE 254,32:PRINT "1985";
140 TAGOFF
150 PRINT CHR$(22)+CHR$(1)
160 PEN 3:LOCATE 6,22:PRINT CHR$(164)+"
N.CLARKE"
170 LOCATE 9,24:PRINT "1985"
180 PEN 3:LOCATE 2,2:PRINT "PROGRAM IS L
OADING"
190 LOCATE 9,11:PEN 1:PRINT"FORT"
200 LOCATE 6,14:PRINT "INVINCIBLE":PRINT
 CHR$(22)+CHR$(0)
210 PLOT 136,250,1
220 DRAWR 360,0
230 DRAWR 0,-90
240 DRAWR -360,0
250 DRAWR 0,90
260 PLOT 132,252,2
270 DRAWR 368,0
280 DRAWR 0,-94
290 DRAWR -368,0
300 DRAWR 0,94
310 INK 0,0:INK 1,26:INK 2,2:INK 3,6:INK
 4,2
320 RUN"!"
```

```
10 '***********************
20 '***FORT INVINCIBLE***
30 '**[C] N:CLARKE 1984**
40 '***********************
50 '*****INITIALISE******
60 '***********************
70 ON ERROR GOTO 4810
80 SOUND 1,500,500,12
90 SOUND 2,499,499,10
100 SOUND 4,498,498,12
110 KEY DEF 7,1,48
120 KEY DEF 31,1,48
130 KEY DEF 25,1,48
140 CALL &BB03
150 CLS
160 DEFINT a-z
170 GOSUB 3400
180 GOSUB 2940
190 GOSUB 3800
200 GOSUB 3040
210 GOSUB 1920
220 GOSUB 3920
230 GOSUB 1600
240 GOSUB 2590
250 '**************
260 '**MAIN LOOP**
270 '**************
280 IF ti>=3 THEN EVERY 50,2 GOSUB 1150
290 EVERY 25,1 GOSUB 1350
300 CALL &BB03
310 WHILE nc
320 IF INKEY(up)=0 THEN DI:GOSUB 640
330 IF INKEY(do)=0 THEN DI:GOSUB 660
340 IF INKEY(le)=0 THEN DI:GOSUB 680
350 IF INKEY(ri)=0 THEN DI:GOSUB 700
360 IF de=1 THEN GOTO 890 ELSE de=0
370 IF x=d AND y=e THEN GOTO 890
380 IF x=t(rn) AND y=l(rn)-1 THEN GOTO 8
90
390 IF INKEY(79)<>-1 THEN i=REMAIN(1):i=
REMAIN(2):GOTO 1490
400 WEND
410 '******************
420 '**END OF LEVEL**
430 '******************
440 i%=REMAIN(1):i%=REMAIN(2)
450 PEN c:LOCATE ox,oy:IF TEST((ox*32)-1
6,364-(oy*16)) THEN PRINT USING"&";d1$;
ELSE PRINT USING"&";d2$;
460 LOCATE x,y:PRINT USING"&";m$;
470 l=l+1
480 IF l>=6 THEN ti=ti+1:l=1
490 IF ti>=5 THEN ti=4
500 sc!=sc!+100:sc$=STR$(sc!):MID$(sc$,1
)="0":LOCATE #4,7-LEN(sc$),1:PRINT#4,sc$
510 RESTORE 3610
520 FOR n=1 TO 7
530 READ dur,pit
540 dur=dur-10
550 SOUND 1,pit,dur,7
560 SOUND 1,0,3,0
570 NEXT n
580 GOSUB 1800
590 ol=l+((ti-1)*5):IF ol<=9 THEN l$=STR
$(ol):MID$(l$,1)="0":LOCATE #5,3-LEN(l$)
,1:PRINT#5,l$; ELSE IF ol>=10 THEN LOCAT
E#5,1,1:PRINT#5,USING"##";ol;
600 GOSUB 2780:GOTO 280
610 '*************
620 '**MOVE MAN**
630 '*************
640 y=y-2:GOSUB 720
650 EI:RETURN
660 y=y+2:GOSUB 720
670 EI:RETURN
680 x=x-2:m$=ml$:GOSUB 720
690 EI:RETURN
700 x=x+2:m$=mr$:GOSUB 720
710 EI:RETURN
720 SOUND 1,100+((l-1)*12),18,0,1
730 IF TEST((x*32),374-((y+2)*16)) THEN
de=0:GOTO 740 ELSE de=1:x=ox:y=oy:RETURN
740 te=TEST((x*32)-8,344-(y*16))
750 IF te=1 THEN nc=nc-1:oc=9:sc!=sc!+10
760 PEN c:LOCATE ox,oy:IF TEST((ox*32)-1
6,364-(oy*16)) THEN PRINT USING"&";d1$;
ELSE PRINT USING"&";d2$;
770 IF ti=2 OR ti=4 THEN IF te=9 THEN oc
=1:nc=nc+1:sc!=sc!-10
780 LOCATE x,y:PRINT USING"&";m$;
790 ox=x:oy=y
800 c=oc
810 te=0
820 IF x=d AND y=e THEN de=1
830 IF x=t(rn) AND y=l(rn)-1 THEN de=1
840 sc$=STR$(sc!):MID$(sc$,1)="0":LOCATE
 #4,7-LEN(sc$),1:PRINT#4,sc$
850 RETURN
860 '*************
870 '**MAN DEAD**
880 '*************
890 i=REMAIN(1):i=REMAIN(2)
900 od=d:oe=e:ox=x:oy=y:rn=rn+1
910 te1=TEST((ox*32)-16,364-(oy*16))
920 te2=TEST((ox*32)-16,344-(oy*16))
930 IF te1<>0 AND te2<>0 THEN PEN c:LOCA
TE ox,oy:PRINT USING"&";d1$;
940 IF te1=0 AND te2=0 THEN LOCATE ox,oy
:PRINT "  ";:LOCATE ox,oy+1:PRINT "  ";
950 IF te1=0 AND te2<>0 THEN PEN c:LOCAT
E ox,oy:PRINT USING"&";d2$;
960 IF te1<>0 AND te2=0 THEN LOCATE ox,o
y:PEN 2:PRINT CHR$(204)+CHR$(205);:LOCAT
E ox,oy+1:PRINT "  ";
970 IF ti>=3 THEN PEN dc:LOCATE od,oe:IF
 TEST((od*32)-16,364-(oe*16)) THEN PRINT
 USING"&";d1$; ELSE PRINT USING"&";d2$;
980 PEN pc:LOCATE t(rn-1),l(rn-1)-1:IF T
EST((t(rn-1)*32)-16,364-(((l(rn-1))-1)*1
6)) THEN PRINT USING"&";d1$; ELSE PRINT
USING"&";d2$;
990 OUT &BC00,8:OUT &BD00,1
1000 SOUND 7,0,135,0,2,0,20
1010 FOR n=1 TO 26
1020 INK 1,n:INK 9,n
1030 FOR de=1 TO 75:NEXT de
1040 NEXT n
1050 IF l=1 THEN INK 1,14:INK 9,10 ELSE
IF l=2 THEN INK 1,22:INK 9,13 ELSE IF l=
3 THEN INK 1,24:INK 9,3 ELSE IF l=4 THEN
 INK 1,5:INK 9,4 ELSE IF l=5 THEN INK 1,
6:INK 9,23
1060 OUT &BC00,8:OUT &BD00,0
1070 li=li-1:IF li<=0 THEN 1490
1080 CLS#2:PRINT#2,LEFT$(li$,(li*35)+2);
1090 GOSUB 1800
1100 GOSUB 2780
1110 GOTO 280
1120 '********************
1130 '**MOVE 2nd DROID**
1140 '********************
1150 DI:IF d=x AND e=y THEN de=1:EI:RETU
RN
1160 IF d>x THEN d=d-2:GOSUB 1220:DI:IF
te=0 THEN 1210
1170 IF d<x THEN d=d+2:GOSUB 1220:DI:IF
te=0 THEN 1210
1180 IF d=x AND e=y THEN EI:RETURN
1190 IF e>y THEN e=e-2:GOSUB 1220:DI:IF
te=0 THEN 1210
1200 IF e<y THEN e=e+2:GOSUB 1220:DI:IF
te=0 THEN 1210
1210 EI:RETURN
1220 IF d=x AND e=y THEN de=1:te=0:RETUR
N
1230 te=TEST((d*32)-8,344-(e*16)):IF te=
0 OR te=8 THEN te=1:d=od:e=oe:RETURN
1240 PEN dc:LOCATE od,oe:IF TEST((od*32)
-16,364-(oe*16)) THEN PRINT USING"&";d1$
; ELSE PRINT USING"&";d2$;
1250 IF TEST((d*32)-8,344-(e*16))=1 THEN
 doc=1 ELSE doc=9
1260 IF x=d AND y=e THEN de=1
1270 LOCATE d,e:PRINT USING"&";dd$;
1280 od=d:oe=e
1290 dc=doc
1300 te=0
1310 RETURN
1320 '********************
1330 '**MOVE 1st DROID**
1340 '********************
1350 DI:rn=rn+1:fl=0
1360 IF x=t(rn-1) AND y=l(rn-1)-1 THEN d
e=1:EI:RETURN
1370 IF fl=0 THEN PEN pc:LOCATE t(rn-1),
l(rn-1)-1:IF TEST((t(rn-1)*32)-16,364-((
(l(rn-1))-1)*16)) THEN PRINT USING"&";d1
$; ELSE PRINT USING"&";d2$;
```

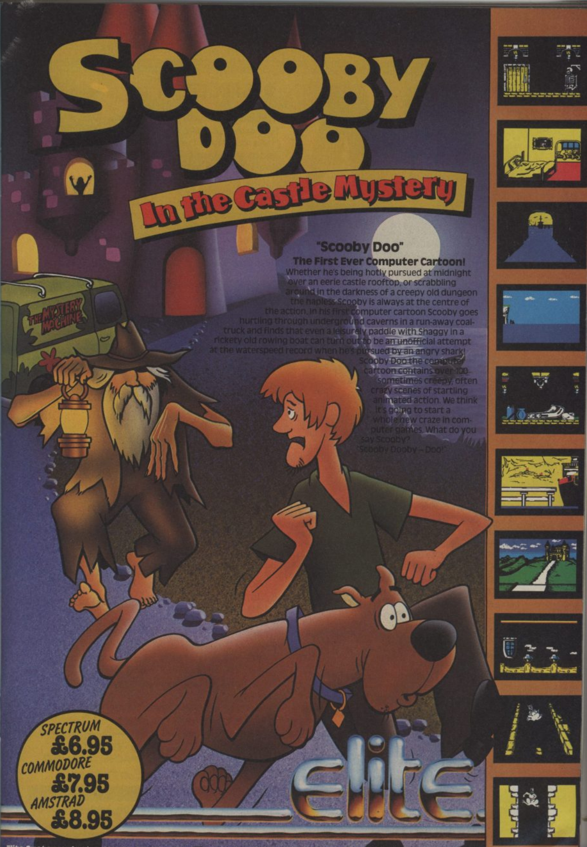
VINCIBLE

```
1380 IF rn>25 THEN rn=1
1390 IF d=t(rn) AND e=l(rn)-1 THEN rn=rn
+1:fl=1:LOCATE d,e:PRINT USING"&";dd$;:G
OTO 1360
1400 IF TEST((t(rn)*32)-8,344-((l(rn)-1)
*16))=1 THEN poc=1 ELSE poc=9
1410 IF x=t(rn) AND y=l(rn)-1 THEN de=1:
EI:RETURN
1420 LOCATE t(rn),l(rn)-1:PRINT USING"&"
;p$;
1430 LOCATE 25,15:PRINT nm$;
1440 pc=poc
1450 EI:RETURN
1460 '***************
1470 '**END OF GAME**
1480 '***************
1490 INK 11,26:PEN 11:PRINT CHR$(22)+CHR
$(1):LOCATE 6,13:PRINT "GAME  OVER";CHR$
(22)+CHR$(0)
1500 WINDOW#1,1,20,1,3:PAPER#1,0:CLS#1
1510 FOR n=1 TO 13
1520 LOCATE 1,n+4:PRINT "
     ";
1530 LOCATE 1,22-n:PRINT "
      ";
1540 NEXT n
1550 ls!=sc!
1560 GOSUB 1920:GOTO 220
1570 '*************
1580 '**VARIABLES**
1590 '*************
1600 sc!=0
1610 l=1:li=3:ti=1
1620 d$="":dd$="":p$="":mr$="":ml$="":dl
$="":d2$="":m$="":md$=""
1630 RESTORE 4520:FOR n=1 TO 19:READ ch
1640 d$=d$+CHR$(ch):NEXT n
1650 FOR n=1 TO 25:READ ch
1660 dd$=dd$+CHR$(ch):NEXT n
1670 FOR n=1 TO 25:READ ch
1680 p$=p$+CHR$(ch):NEXT n
1690 FOR n=1 TO 35:READ ch
1700 mr$=mr$+CHR$(ch):NEXT n
1710 FOR n=1 TO 35:READ ch
1720 ml$=ml$+CHR$(ch):NEXT n
1730 FOR n=1 TO 26:READ ch
1740 d1$=d1$+CHR$(ch):NEXT n
1750 FOR n=1 TO 18:READ ch
1760 d2$=d2$+CHR$(ch):NEXT n
1770 FOR n=1 TO 51:READ ch
1780 md$=md$+CHR$(ch):NEXT n
1790 li$=ml$+CHR$(11)+CHR$(8)+ml$+CHR$(1
1)+CHR$(8)+ml$
1800 x=10:y=6
1810 ox=x:oy=y
1820 IF ti>=3 THEN d=10:e=18 ELSE d=0:e=
0
1830 od=d:oe=e
1840 nc=24:c=9:oc=0:pc=1:poc=0:dc=1:doc=
1
1850 m$=ml$
1860 rn=INT(RND*25)+1
1870 IF t(rn)=x AND l(rn)-1=y OR t(rn)=d
 AND l(rn)-1=e THEN 1860
1880 RETURN
1890 '**********************
1900 '**HIGH SCORE TABLE**
1910 '**********************
1920 MODE 1
1930 SOUND 135,0,1,0
1940 BORDER 0:PAPER 0:INK 0,0:CLS
1950 INK 3,11:INK 2,0:INK 1,0:PEN 1
1960 POKE 46312,255
1970  KEY DEF 7,1,138
1980  KEY DEF 31,1,46
1990  KEY DEF 25,1,45
2000 CALL &BB03
2010 IF sc!>VAL(MID$(hst$(1),13)) THEN L
OCATE 1,12:PEN 3:PRINT "YOU HAVE MADE IT
 INTO THE HI-SCORE TABLE"; ELSE 2140
2020 LOCATE 1,15:LINE INPUT "PLEASE ENTE
R YOUR NAME..";nm$:IF nm$="" THEN 2020 E
LSE nm$=UPPER$(nm$)
2030 nm$=MID$(nm$,1,10)
2040 ch=10
2050 WHILE sc!<VAL(MID$(hst$(ch),13))
2060 ch=ch-1
2070 WEND
2080 IF ch>1 THEN FOR n=1 TO ch-1:hst$(n
)=hst$(n+1):NEXT n
2090 hst$(ch)=nm$+STRING$(11-LEN(nm$)+(7
-LEN(STR$(sc!))),32)+STR$(sc!)
2100 nm$=""
2110 '****************************
2120 '**DISPLAY TABLE & OPTIONS**
2130 '****************************
2140 INK 3,0:CLS
2150 KEY DEF 7,1,48:KEY DEF 31,1,48
2160 KEY DEF 25,1,48
2170 LOCATE 1,4:PEN 1:FOR n=10 TO 1 STEP
 -1
2180 PRINT TAB(3);hst$(n):PRINT
2190 NEXT n
2200 FOR n=0 TO 40 STEP 40
2210 PLOT n/2,n/2,2
2220 DRAWR 639-n,0
2230 DRAWR 0,399-n
2240 DRAWR -639+n,0
2250 DRAWR 0,-399+n
2260 NEXT n
2270 PLOT 0,0:DRAWR 20,20
2280 PLOT 639,0:DRAWR -20,20
2290 PLOT 0,399:DRAWR 20,-20
2300 PLOT 639,399:DRAWR -20,-20
2310 PLOT 352,379,0:DRAWR 40,0,0:DRAWR 0
,-359,2:DRAWR -40,0,0:DRAWR 0,359,2
2320 TAG:PLOT 400,700,2:MOVE 404,354:PRI
NT "SELECT OPTION";
2330 MOVE 404,334:PRINT "====== ======";
2340 op=0
2350 TAGOFF
2360 LOCATE 27,10:PRINT "1=JOYSTICK"
2370 LOCATE 27,12:PRINT "2=KEYBOARD"
2380 LOCATE 27,14:PRINT "3=PLAY GAME"
2390 LOCATE 27,16:PRINT "4=BRIEFING"
2400 LOCATE 27,18:PRINT "5=WARM START"
2410 INK 3,11:INK 2,6:INK 1,25:PEN 1
2420 IF up=72 THEN 2460 ELSE IF up<>0 TH
EN 2500
2430 IF up=0 THEN 2460
2440 op=VAL(INKEY$):IF op>5 OR op<1 THEN
 2440
2450 ON op GOTO 2460,2500,2540,3660,2550
2460 up=72:do=73:le=74:ri=75
2470 LOCATE 27,10:PEN 3:PRINT "1=JOYSTIC
K"
2480 LOCATE 27,12:PEN 1:PRINT "2=KEYBOAR
D"
2490 GOTO 2440
2500 up=69:do=71:le=39:ri=31
2510 LOCATE 27,12:PEN 3:PRINT "2=KEYBOAR
D"
2520 LOCATE 27,10:PEN 1:PRINT "1=JOYSTIC
K"
2530 GOTO 2440
2540 PEN 2:LOCATE 27,23:PRINT "PLEASE WA
IT":RETURN
2550 POKE 46312,0:CLEAR:SYMBOL AFTER 255
:MODE 1:CALL &BC02:GOSUB 4930:PEN 1:LIST
2560 '*****************
2570 '**SET UP SCREEN**
2580 '*****************
2590 MODE 0
2600 PAPER 0:PEN 1
2610 BORDER 0:INK 0,0
2620 RESTORE 4630:FOR n=3 TO 15:READ ch
2630 INK n,ch:NEXT n
2640 WINDOW#0,1,20,4,25
2650 WINDOW#1,1,7,1,3
2660 WINDOW#2,15,20,2,3:PAPER#2,9:CLS#2:
LOCATE#2,2,1:PRINT#2,USING"&";LEFT$(li$,
(li*35)+2);
2670 WINDOW#3,15,20,1,1:PAPER#3,0:CLS#3:
PEN#3,10:PRINT#3,"LIVES:";
2680 PAPER#1,0:CLS#1:PEN#1,10
2690 LOCATE#1,1,1:PRINT#1,"SCORE:"
2700 LOCATE#1,1,2:PRINT#1,"LEVEL:"
2710 LOCATE#1,1,3:PRINT#1," LAST:"
2720 WINDOW#4,7,14,1,1:PAPER#4,0:CLS#4:P
EN#4,10:PRINT#4,"000000"
2730 WINDOW#5,7,14,2,2:PAPER#5,0:CLS#5:P
EN#5,10:PRINT#5,"00"
2740 WINDOW#6,7,14,3,3:PAPER#6,0:CLS#6:P
EN#6,10:PRINT#6,"000000"
2750 sc$=STR$(sc!):MID$(sc$,1)="0":LOCAT
E #4,7-LEN(sc$),1:PRINT#4,sc$
2760 ol=l+((ti-1)*5):IF ol<=9 THEN l$=ST
R$(ol):MID$(l$,1)="0":LOCATE #5,3-LEN(l$
),1:PRINT#5,l$; ELSE IF ol>=10 THEN LOCA
TE#5,1,1:PRINT#5,USING"##";ol;
2770 ls$=STR$(ls!):MID$(ls$,1)="0":LOCAT
E #6,7-LEN(ls$),1:PRINT#6,ls$
2780 CLS:ON l GOSUB 2880,2890,2900,2910,
2920
2790 FOR n=1 TO 25
2800 READ t(n),l(n)
2810 LOCATE t(n),l(n)
2820 PRINT USING"&";d$
2830 NEXT n
2840 LOCATE x,y:PRINT USING"&";m$;
2850 IF ti>=3 THEN LOCATE d,e:PRINT USIN
G"&";dd$;
2860 LOCATE t(rn),l(rn)-1:PRINT USING"&"
;p$;
2870 GOTO 2930
2880 INK 1,14:INK 2,22:INK 9,10:RESTORE
4400:RETURN
2890 INK 1,22:INK 2,9:INK 9,13:RESTORE 4
410:RETURN
2900 INK 1,24:INK 2,12:INK 9,3:RESTORE 4
420:RETURN
2910 INK 1,5:INK 2,23:INK 9,4:RESTORE 44
30:RETURN
2920 INK 1,17:INK 2,6:INK 9,23:RESTORE 4
440:RETURN
2930 RETURN
2940 DIM t(25),l(25),hst$(10)
2950 ls!=0
2960 RESTORE 4480
2970 FOR n=10 TO 1 STEP -1:READ ch$
2980 hst$(n)=ch$
2990 NEXT n
3000 RETURN
3010 '****************
3020 '**TITLE SCREEN**
3030 '****************
3040 MODE 1:SYMBOL 255,255,254,252,240,2
40,252,254,255
3050 FOR n=0 TO 3:INK n,0:NEXT
3060 PAPER 0:PEN 1:BORDER 0:CLS
3070 PRINT:PRINT:PRINT:PRINT:PRINT:PRINT
3080 RESTORE 4670:FOR row=1 TO 5
3090 ti$=""
3100 FOR n=1 TO 19:READ ch
3110 ti$=ti$+CHR$(ch):NEXT n
3120 PRINT TAB(11);ti$:NEXT row
3130 RESTORE 4720:FOR row=1 TO 5
3140 ti$="":FOR n=1 TO 38:READ ch
3150 ti$=ti$+CHR$(ch):NEXT n
3160 PLOT -10,-10,1
3170 TAG:MOVE 8,214-(row*16)
3180 PRINT ti$;:TAGOFF:NEXT row
3190 PLOT -10,-10,3:TAG:MOVE 200,32
3200 PRINT CHR$(164)+" N.CLARKE 1985";
3210 PLOT -10,-10,2:MOVE 232,378:PRINT "
PRESS SPACE";:TAGOFF
3220 PLOT 0,0,2
3230 DRAWR 639,0
3240 DRAWR 0,399
3250 DRAWR -639,0
3260 DRAWR 0,-399
3270 PLOT 16,16,2
3280 DRAWR 607,0
3290 DRAWR 0,367
3300 DRAWR -607,0
3310 DRAWR 0,-367
3320 WHILE SQ(1)>=127:WEND
3330 RESTORE 4770:FOR n=0 TO 3:READ ch:I
NK n,ch:NEXT
3340 SOUND 1,100,1,0:SOUND 1,100,1,0:SOU
ND 1,100,1,0:SOUND 1,100,1,0
3350 mu=1:RESTORE 3580
3360 ON SQ(1) GOSUB 3490
3370 CALL &BB03
3380 IF INKEY(47)<>-1 THEN mu=0:GOTO 339
```

fort invincible continues p78 ▶

```
0 ELSE 3380
3390 RETURN
3400 ENT -1,1,-127,1,5,24,1
3410 ENV 1,1,15,1,5,-3,2
3420 ENV 2,15,-1,9
3430 ENV 3,3,5,1,5,-2,3
3440 RETURN
3450 '*********
3460 '**MUSIC**
3470 '*********
3480 RESTORE 3580
3490 IF mu=0 THEN SOUND 129,0,1,0:SOUND
130,0,1,0:SOUND 132,0,1,0:RETURN
3500 READ dur,pit
3510 IF pit=0 THEN RESTORE 3580:SOUND 1,
0,500,0:SOUND 2,0,500,0:GOTO 3570
3520 dur=dur-10
3530 SOUND 17,pit,dur,7
3540 SOUND 10,pit,dur,3,1,1,2
3550 SOUND 1,0,3,0
3560 IF pit=0 THEN WHILE SQ(1)>=127:WEND
:RESTORE 3580:SOUND 129,0,500,0:SOUND 13
0,0,500,0
3570 ON SQ(1) GOSUB 3490:RETURN
3580 DATA 30,239,30,239,30,239,20,319,20
,319,20,239,40,239,50,190
3590 DATA 30,239,30,239,30,239,20,319,20
,319,20,239,30,239,50,284
3600 DATA 30,239,30,239,30,239,20,319,20
,319,20,239,30,239,30,190
3610 DATA 30,179,30,169,30,179,30,190,30
,239,40,201,40,239,500,0
3620 RETURN
3630 '****************
3640 '**INSTRUCTIONS**
3650 '****************
3660 MODE 1:PEN 2:LOCATE 13,2:PRINT "MIS
SION BRIEFING";
3670 LOCATE 13,3:PRINT "======= ========
";
3680 PEN 1:PRINT:PRINT
3690 PRINT " YOU HAVE BEEN ORDERED TO GE
T AS FAR    INTO FORT INVINCIBLE AS YOU
CAN,HOWEVER,FORT INVINCIBLE GOES ON FOR
INFINITY.  YOUR TASK IS TO CHANGE THE C
OLOUR OF ALL";
3700 PRINT "THE DISCS WHILST DODGING THE
 TWO ROBOT  INHABITANTS OF THE FORT WHOS
E JOB IT IS TO DESTROY ANY INTRUDERS."
3710 PRINT " YOU MOVE USING THE JOYSTICK
 OR KEYS    (A,Z,< & >) AND MUST CHANGE
THE COLOUR  OF ALL THE DISCS TO MOVE ON
TO THE NEXT LEVEL.DELETE ACTS AS MISSION
 ABORT."
3720 PRINT:PEN 3:PRINT TAB(9);"GOOD LUCK
 YOU'LL NEED IT"
3730 LOCATE 1,24:PEN 1:PRINT TAB(3);"PRE
SS SPACE TO RETURN TO THE OPTIONS";
3740 WHILE INKEY(47)=-1:WEND
3750 INK 0,0:INK 1,0:INK 2,0:INK 3,0
3760 GOTO 2140
3770 '************
3780 '**U.D.G.'s**
3790 '************
3800 SYMBOL AFTER 32
3810 SYMBOL 48,124,198,198,206,206,206,1
24,0
3820 SYMBOL 49,24,24,24,56,56,56,56,0
3830 SYMBOL 50,126,102,6,126,96,110,126,
0
3840 SYMBOL 51,126,102,6,62,14,110,126,0
3850 SYMBOL 52,204,204,220,254,28,28,28,
0
3860 SYMBOL 53,126,102,96,126,14,110,126
,0
3870 SYMBOL 54,126,102,96,126,110,110,12
6,0
3880 SYMBOL 55,126,102,12,12,28,28,28,0
3890 SYMBOL 56,62,54,54,126,110,110,126,
0
3900 SYMBOL 57,126,102,110,126,14,14,14,
0
3910 RETURN
3920 SYMBOL 200,1,15,63,127,127,63,15,1
3930 SYMBOL 201,128,240,252,254,254,252,
240,128
3940 SYMBOL 202,0,0,0,0,0,64,112,126
3950 SYMBOL 203,0,0,0,0,0,2,14,126
3960 SYMBOL 204,127,127,127,127,127,63,1
5,1
3970 SYMBOL 205,254,254,254,254,254,252,
240,128
3980 SYMBOL 206,0,3,3,0,0,0,3,3
3990 SYMBOL 207,0,192,224,0,0,0,192,192
4000 SYMBOL 208,3,3,1,1,1,0,0,0
4010 SYMBOL 209,64,192,128,128,128,0,0,0
4020 SYMBOL 210,0,0,0,1,1,1,0,0
4030 SYMBOL 211,0,0,0,64,224,192,0,0
4040 SYMBOL 212,128,0,0,0,0,0,0,0
4050 SYMBOL 213,0,0,0,2,2,0,0,0
4060 SYMBOL 214,0,0,0,0,0,1,0,0
4070 SYMBOL 215,0,0,0,0,0,192,0,0
4080 SYMBOL 216,0,2,3,2,3,15,11,10
4090 SYMBOL 217,0,64,192,64,192,240,208,
80
4100 SYMBOL 218,10,11,3,3,0,0,0,0
4110 SYMBOL 219,80,208,192,192,0,0,0,0
4120 SYMBOL 220,0,0,0,1,0,0,0,1
4130 SYMBOL 221,0,0,0,128,0,0,0,128
4140 SYMBOL 222,1,0,8,0,3,0,0,0
4150 SYMBOL 223,128,0,16,0,192,0,0,0
4160 SYMBOL 224,0,0,3,5,7,3,1,1
4170 SYMBOL 225,0,0,128,64,192,128,0,0
4180 SYMBOL 226,3,14,31,19,0,0,0,0
4190 SYMBOL 227,128,224,240,144,0,0,0,0
4200 SYMBOL 228,0,0,0,2,0,0,0,0
4210 SYMBOL 229,0,0,0,128,0,0,0,0
4220 SYMBOL 230,0,1,0,12,0,0,0,0
4230 SYMBOL 231,0,0,0,96,0,0,0,0
4240 SYMBOL 232,0,3,7,0,0,0,3,3
4250 SYMBOL 233,0,192,192,0,0,0,192,192
4260 SYMBOL 234,2,3,1,1,1,0,0,0
4270 SYMBOL 235,192,192,128,128,128,0,0,
0
4280 SYMBOL 236,0,0,0,2,7,3,0,0
4290 SYMBOL 237,0,0,0,128,128,128,0,0
4300 SYMBOL 238,1,0,0,0,0,0,0,0
4310 SYMBOL 239,0,0,0,64,64,0,0,0
4320 SYMBOL 240,0,0,0,0,0,3,0,0
4330 SYMBOL 241,0,0,0,0,0,128,0,0
4340 SYMBOL 242,126,112,64,0,0,0,0,0
4350 SYMBOL 243,126,14,2,0,0,0,0,0
4360 RETURN
4370 '***************
4380 '**SCREEN DATA**
4390 '***************
4400 DATA 10,7,8,9,10,9,12,9,6,11,8,11,1
0,11,12,11,14,11,4,13,6,13,8,13,10,13,12
,13,14,13,16,13,6,15,8,15,10,15,12,15,14
,15,8,17,10,17,12,17,10,19
4410 DATA 10,7,8,9,10,9,12,9,6,11,8,11,1
0,11,12,11,14,11,4,13,6,13,8,13,10,13,12
,13,14,13,16,13,4,15,10,15,16,15,4,17,10
,17,16,17,4,19,10,19,16,19
4420 DATA 4,7,10,7,16,7,4,9,10,9,16,9,4,
11,10,11,16,11,4,13,6,13,8,13,10,13,12,1
3,14,13,16,13,6,15,10,15,14,15,6,17,10,1
7,14,17,6,19,10,19,14,19
4430 DATA 10,7,4,9,6,9,8,9,10,9,12,9,14,
9,16,9,8,11,12,11,4,13,6,13,8,13,12,13,1
4,13,16,13,6,15,10,15,14,15,6,17,8,17,10
,17,12,17,14,17,10,19
4440 DATA 8,7,10,7,12,7,10,9,4,11,8,11,1
0,11,12,11,16,11,4,13,6,13,8,13,10,13,12
,13,14,13,16,13,4,15,8,15,10,15,12,15,16
,15,10,17,8,19,10,19,12,19
4450 '******************
4460 '**HI-SCORE TABLE**
4470 '******************
4480 DATA **STAR**      3000,ARNOLD
   2500,ROLAND          2000,MINER WHO
 1500,GENIUS          1000,THE SPY
750,ACG             600,SUPERMAN        50
0,HIPPIE          250,P.J.K.!         100
4490 '***************
4500 '**STRING DATA**
4510 '***************
4520 DATA 15,1,200,201,22,1,15,2,8,8,202
,203,10,8,8,204,205,22,0
4530 DATA 22,1,15,6,216,217,8,8,10,218,2
19,8,8,11,15,7,220,221,8,8,10,222,223,22
,0
4540 DATA 22,1,15,8,224,225,8,8,10,226,2
27,8,8,11,15,7,228,229,8,8,10,230,231,22
,0
4550 DATA 22,1,15,3,206,207,8,8,10,208,2
09,8,8,11,15,5,210,211,8,10,212,15,4,8,8
,11,213,8,10,15,0,214,215,22,0
4560 DATA 22,1,15,3,232,233,8,8,10,234,2
35,8,8,11,15,5,236,237,10,8,8,238,11,15,
4,239,10,8,8,15,0,240,241,22,0
4570 DATA 22,1,10,200,201,15,0,8,8,242,2
43,8,8,11,15,2,204,205,8,8,15,0,202,203,
22,0
4580 DATA 22,1,10,200,201,8,8,15,0,242,2
43,11,8,8,143,143,22,0
4590 DATA 22,1,15,12,170,171,8,8,15,13,1
72,173,8,8,15,14,174,175,8,8,15,15,176,1
77,8,8,15,12,10,178,179,8,8,15,13,180,18
1,8,8,15,14,182,183,8,8,15,15,184,185,22
,0
4600 '***************
4610 '**COLOUR DATA**
4620 '***************
4630 DATA 2,12,16,13,6,25,10,25,26,0,0,0
,0
4640 '**********************
4650 '**TITLE PAGE LETTERS**
4660 '**********************
4670 DATA 32,143,143,143,143,32,214,143,
143,215,32,143,143,143,215,32,143,143,14
3
4680 DATA 32,143,32,32,32,32,143,32,32,1
43,32,143,32,32,143,32,32,143,32
4690 DATA 32,143,143,143,32,32,143,32,32
,143,32,143,143,143,212,32,32,143,32
4700 DATA 32,143,32,32,32,32,143,32,32,1
43,32,143,213,215,32,32,32,143,32
4710 DATA 32,143,32,32,32,32,213,143,143
,212,32,143,32,213,215,32,32,143,32
4720 DATA 32,143,32,215,32,32,143,32,143
,32,32,143,32,143,32,215,32,32,143,32,21
4,143,143,32,143,32,143,143,143,215,32,1
43,32,32,32,143,143,143
4730 DATA 32,143,32,143,215,32,143,32,14
3,32,32,143,32,143,32,143,215,32,143,32,
143,32,32,32,143,32,143,32,32,143,32,143
,32,32,32,143,32,32
4740 DATA 32,143,32,143,213,215,143,32,1
43,32,32,143,32,143,32,143,213,215,143,3
2,143,32,32,32,143,32,143,143,143,255,32
,143,32,32,32,143,143,32
4750 DATA 32,143,32,143,32,213,143,32,21
3,215,214,212,32,143,32,143,32,213,143,3
2,143,32,32,32,143,32,143,32,32,143,32,1
43,32,32,32,143,32,32
4760 DATA 32,143,32,143,32,32,213,32,32,
213,212,32,32,143,32,143,32,32,213,32,21
3,143,143,32,143,32,143,143,143,212,32,1
43,143,143,32,143,143,143
4770 DATA 0,25,6,2
4780 '**************************
4790 '**ERROR FOUND IN LISTING**
4800 '**************************
4810 CALL &BC02
4820 i=REMAIN(1):i=REMAIN(2)
4830 POKE 46312,0
4840 KEY DEF 31,1,46:KEY DEF 25,1,45
4850 CALL &BB03
4860 SOUND 135,0,1,0
4870 MODE 1:PEN 1:PAPER 0:CLS
4880 GOSUB 4930
4890 SYMBOL AFTER 255
4900 PEN 3:PRINT "THERE IS AN ERROR",ERR
;"IN LINE";ERL;
4910 PEN 2:PRINT "PLEASE CORRECT BEFORE
RE-RUNNING PROGRAM":PEN 1
4920 END
4930 WINDOW#0,1,40,1,24
4940 KEY DEF 7,1,138
4950 KEY DEF 31,1,46
4960 KEY DEF 25,1,45
4970 WINDOW#7,1,40,25,25
4980 PAPER#7,2:PEN#7,3
4990 CLS#7
5000 PRINT#7,TAB(6);" PROGRAM CODE ";CHR
$(164);" N.CLARKE 1985 "
5010 CLS
5020 RETURN
```

FORT INVINCIBLE



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With time against you, find and rescue the survivors. But beware the poisonous birds which will hinder you.

The controls are O=Left, P=Right, Q=Drop Rescuers.

• Eamon and Kieran Tighe

```
   1 REM      RESCUE
   2 REM KIERAN TIGHE
   3 GO SUB 3000
   4 INPUT "DIFFICULTY (1=HARD
6=EASY) ?";le
   5 IF le>6 THEN  GO TO 1
   6 IF le<1 THEN  GO TO 1
   7 GO SUB 2000
   8 LET n$="8AB ": LET ti=50+le
*5: LET r=0: LET s=le*3
  10 LET a=20: LET d=INT (RND*30
): LET z=20: LET x=10
  15 BORDER 5: CLS
  20 FOR f=0 TO 31: PRINT #1;AT
0,f; INK 5; PAPER 7;"I": NEXT f
  25 LET hi=0
  50 LET q=INT (RND*3): PRINT AT
 16,a;n$
  60 LET m=INT (RND*3)
  70 IF INKEY$="p" AND a<=28 THE
N  LET n$="8AB ": LET a=a+1
  80 IF INKEY$="o" AND a>0 THEN
 LET n$="  CD ": LET a=a-1
  90 PRINT AT 21,d; INK 0;" "; I
NK 3;"F"; INK 0;" "
  97 IF m=1 THEN  LET d=d+1
 105 IF m=2 THEN  LET d=d-1
 110 IF INKEY$="q" OR INKEY$="Q"
 THEN  GO SUB 1000
 113 IF d>=28 THEN  LET d=31
 117 IF d<0 THEN  LET d=0
 123 IF x>=28 THEN  LET x=31
 127 IF x<0 THEN  LET x=0
 130 PRINT AT z,x; INK 0;" "; IN
K 1;"GH"; INK 0;" "
 140 PRINT AT 0,0;"RESCUERS :- "
;s;" "
 145 PRINT AT 2,10;"RESCUED :- "
;r
 150 IF q=1 THEN  LET x=x+1
 160 IF q=2 THEN  LET x=x-1
 170 PRINT AT 0,16;"TIME LEFT :-
 ";ti;" "
 180 IF ti<=0 THEN  FOR f=1 TO 1
00: NEXT f: GO TO 5090
 190 LET ti=ti-1
 200 IF r=3 THEN  GO TO 5200
 210 IF s<=0 THEN  PAUSE 100: GO
 TO 5090
```

sea rescue continues p84 ▶

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BBC MICRO VERSION
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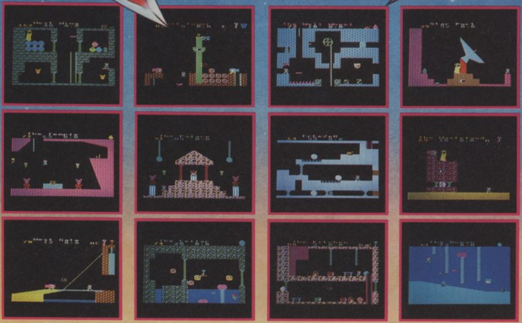

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BBC MICRO

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I, OF THE MASK

BY SANDY WHITE

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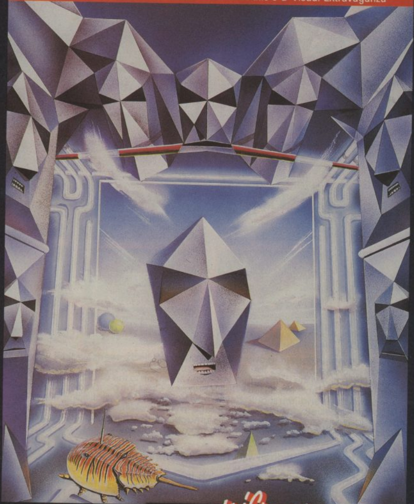

SPACEMAN

Electric Dreams

SOFTWARE

Available on the 48K Spectrum,
Amstrad and Commodore 64
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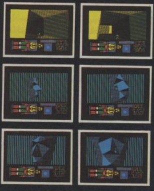

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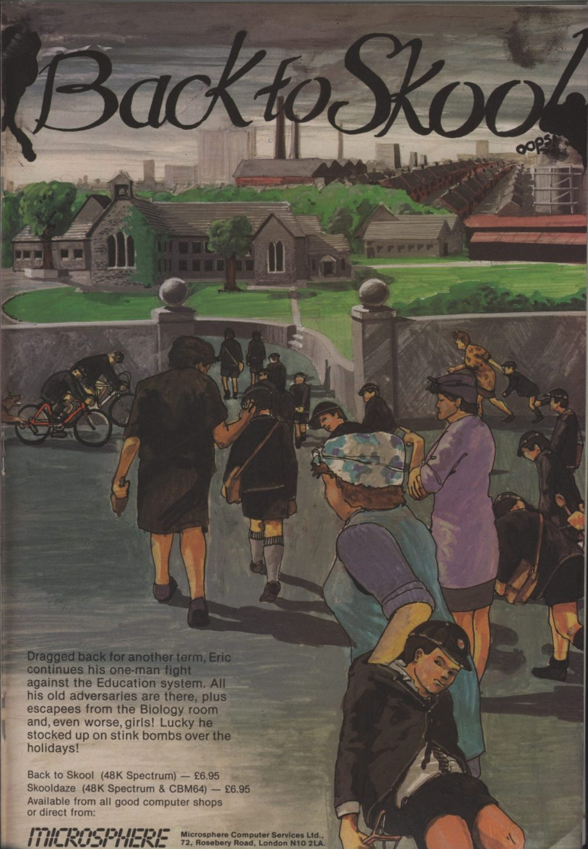

Dragged back for another term, Eric continues his one-man fight against the Education system. All his old adversaries are there, plus escapees from the Biology room and, even worse, girls! Lucky he stocked up on stink bombs over the holidays!

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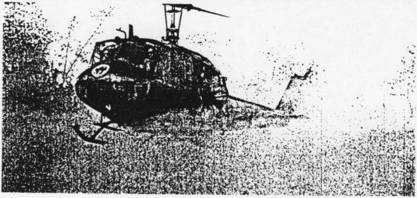
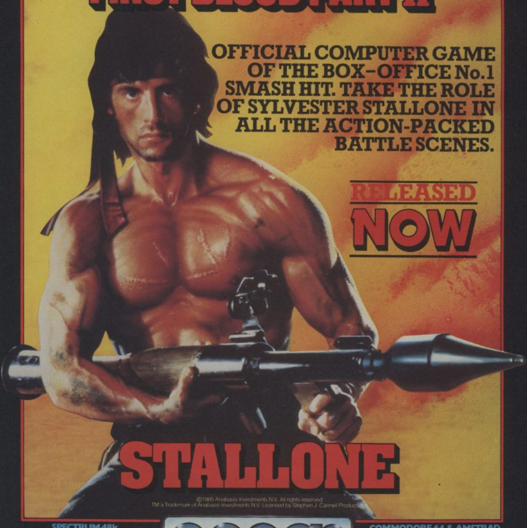


```
 220 IF d<=0 THEN  LET d=0
 230 IF d>28 THEN  LET d=28
 240 IF x<=0 THEN  LET x=0
 250 IF x>28 THEN  LET d=28
 350 GO TO 50
1000 LET s=s-1: BEEP .05,0: LET
w=16: LET o=1
1020 FOR f=0 TO 10 STEP 2: PRINT
 AT w,a+2;"E"
1025 PRINT AT 16,a;n$
1030 LET w=w+o: PRINT AT w-1,a+2
;" "
1035 BEEP .002,f
1040 IF w>=20 THEN  LET o=-1
1050 PRINT AT w+1,a+2;" "
1055 PRINT AT 16,a;n$
1060 IF w<=16 THEN  RETURN
1070 IF ATTR (w+2,a+2)=59 THEN
GO TO 5000
1080 IF ATTR (w+2,a+2)=57 THEN
GO TO 5050
1100 GO TO 1020
2000 FOR f=USR "a" TO USR "i"+7:
 READ a: POKE f,a: NEXT f
2010 DATA 0,64,64,96,127,0,0,0,2
55,16,124,242,255,126,68,254,255
,8,62,79,255,126
2030 DATA 34,127,0,2,2,6,254,0,0
,0,0,0,0,0,129,129,126,0,0,0,0,0
,195,219,219,90
2040 DATA 0,0,1,0,29,33,64,0,0,0
,64,0,92,66,129,128,128
2050 DATA 129,195,255,255,255,25
5,255,255
2100 RETURN
3000 PRINT AT 2,10; PAPER 2; INK
 7;"SEA-RESCUE"
3010 PRINT AT 5,0;"You were in y
our rescue office  when a mayday
 call came in.     An ocean-line
r had sunk with    only a few su
rvivors in groups  in three ding
hies.your mission:-Rescue all th
ree dinghies by"
3020 PRINT AT 11,0;"sending down
 rescuers.          Watch for po
isonous birds and   keep an eye
on the time limit."
3030 PRINT AT 15,13;"KEYS"
3040 PRINT AT 17,0;"P-Right   O-
Left  Q-Drop rescuer"
3050 PRINT #0;AT 0,4;"Press any
key to play"
3060 PAUSE 5: PAUSE 0: RETURN
5000 FOR f=0 TO 20: BEEP .01,f:
BEEP .01,12: NEXT f
5010 LET r=r+1
5030 CLS : GO TO 10
5090 PRINT AT 10,10;"FAILED MISS
ION ": PAUSE 100: GO TO 5300
5200 BEEP .5,5: BEEP .5,0: BEEP
.5,5: BEEP .5,12
5210 FOR l=0 TO 7: FOR b=0 TO 7:
 BORDER b: NEXT b: NEXT l
5220 PRINT AT 10,10;"All Rescued
"
5225 RESTORE 5225: FOR n=1 TO 8:
 READ a,b: BEEP a,b: NEXT n: DAT
A .5,12,.5,9,.25,16,.5,12,.25,12
,.5,7,.5,4,.5,0,.5,0
5230 GO TO 5300
5300 PRINT AT 21,0;"Press a Key
to Play Again": PAUSE 4e4: BEEP
.5,0: BEEP .5,12: RUN
9000 FOR f=USR "i" TO USR "j"+7:
 READ a: POKE f,a: NEXT f
9010 DATA 0,0,1,0,BIN 11101,BIN
100001,BIN 1000000,0,0,0,BIN 100
0000,0,BIN 1011100,BIN 1000010,B
IN 10000001,BIN 10000000
```

sea rescue ends◀

RAMBO™

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Steel yourself to guide your space shuttle through tortuous caverns in search of crystals and return them to your ship.

To collect the crystals you must position the shuttle just above them and press the fire button. The same procedure is needed when docking at the ship.

Do not touch the cavern walls or you will lose one of your five lives.

Points are gained by picking up the crystals and returning them safely to the mothership.

● By Ciaran King

```
3 REM * (C)1985 *
4 REM *  C.KING *
5 REM ***********
10 GOSUB 30900
15 GOSUB 31000
20 GOSUB 20000
30 POKE 53278,N1
100 S=STICK(NO)
101 IF PEEK(764)=33 THEN GOSUB 900
110 DX=DX+M(((S=7) OR (S=N6) OR (S=5)) AND (DX<5))-M(((S=N10) OR (S=11) OR (S=9)
) AND (DX>-5))
120 DY=DY+M(((S=9) OR (S=13) OR (S=5)) AND (DY<5))-M(((S=N10) OR (S=14) OR (S=N6
)) AND (DY>-5))
125 IF X<48 THEN X=198
126 IF X>200 THEN X=48
127 ON Y<N10 GOTO 6020
130 X=X+DX:Y=Y+DY:POKE 53248,X
140 A$(Y,Y+23)="<$$~fgCC"
150 IF STRIG(NO)=NO THEN 1000
450 FUEL=FUEL-0.01:COLOR 32:PLOT FUEL,23:IF FUEL<N6 THEN 6020
460 ON PEEK(53252)>NO GOTO 6000
465 VOL=ABS((DX)+ABS(DY))*N2:IF VOL>15 THEN VOL=15
470 SOUND NO,255,N6,VOL
475 ON LE=N4 OR LE=5 OR LE=7 OR LE=N8 OR LE>16 GOSUB 8000
480 ON LE>N8 GOSUB 9000
500 GOTO 100
900 POKE 764,12:IF PEEK(764)=33 THEN 900
901 IF PEEK(764)<>33 THEN 901
902 POKE 764,12:RETURN
1000 X=INT(X):Y=INT(Y)
1002 IF X/N4=INT(X/N4) OR CAR=N1 THEN 1100
1003 IF (X+N1)/N4=INT((X+N1)/N4) THEN X=X+N1:POKE 53248,X:GOTO 1100
1005 IF (X-N1)/N4=INT((X-N1)/N4) THEN X=X-N1:POKE 53248,X:GOTO 1100
1010 GOTO 450
1100 IF CAR=N1 THEN 1300
1110 CHX=(X-48)/N4:CHY=(Y-15)/N8:LOCATE CHX,CHY,CHR:POSITION CHX,CHY:? CHR$(CHR)
1125 IF CHR=192 THEN GOSUB 1400:COLOR 32:PLOT CHX,CHY:PLOT CHX+N1,CHY:CAR=N1:POK
E 704,61:DX=NO:DY=NO
1130 IF CHR=192 THEN LX=CHX:LY=CHY:GOTO 450
1200 GOTO 450
1300 IF X<94 OR X>98 OR Y<53 OR Y>55 THEN 450
1310 CAR=NO:POKE 704,119:GOSUB 1500:DX=NO:DY=NO:COLOR 160
1315 FOR K=5 TO 38:PLOT K,23:SOUND NO,255,10,10:FOR W=N1 TO N6:NEXT W:SOUND NO,N
O,NO,NO:NEXT K:FUEL=38
1320 SAFE=SAFE+N1:IF SAFE=5 THEN 5000
```

```
1330 GOTO 450
1400 FOR K=N1 TO 30:SOUND NO,K,N10,N10:FOR W=N1 TO 5:NEXT W:SOUND NO,NO,NO,NO:PO
KE 77,NO
1410 SC=SC+N1:POSITION 5,21:? SC:NEXT K:RETURN
1500 FOR K=30 TO N1 STEP -N1:SOUND NO,K,N10,N10:FCR W=N1 TO N6:NEXT W:SOUND NO,N
O,NO,NO:POKE 77,NO
1501 SC=SC+N1:POSITION 5,21:? SC:NEXT K
1505 FOR K=FUEL TO 5 STEP -N1:COLOR 32:PLOT K,23:SC=SC+N1:POSITION 5,21:? SC:SOU
ND 0,K*2,N10,N10:NEXT K
1510 SOUND NO,NO,NO,NO:RETURN
5000 GOSUB 5200:GRAPHICS 18:GOSUB 30800:POSITION N1,NO:? #N6;"SPACE MISSION":POS
ITION N4,N2:? #N6;" (C) C.KING 1984"
5002 POSITION NO,N4:? #N6;"level ";LE;" completed"
5006 POSITION 5,N6:? #N6;"score ";SC:IF SC>HI THEN HI=SC
5008 POSITION 5,N8:? #N6;"high  ";HI
5010 POSITION 5,10:? #N6;"PRESS FIRE"
5020 POSITION 3,11:? #N6;"FOR LEVEL ";LE+N1
5030 IF STRIG(NO) THEN 5030
5040 SAFE=NO:FUEL=38:LI=LI+N1:LE=LE+N1:GOTO N20
5100 GOTO 5100
5200 POKE 53248,96:FOR K=54 TO 74 STEP 0.4:A$(K,K+13)="<$$~fgCC"
5210 SOUND NO,RND(NO)*255,12,12:NEXT K:SOUND NO,NO,NO,NO:POKE 53248,NO
5220 FOR K=NO TO 15 STEP 0.1:SOUND NO,255,N8,K:POKE 707,42+K:NEXT K
5230 FOR K=838 TO 768 STEP -1.5:SOUND NO,K/N4,N8,15:POKE 707,K-(256*N3)
5240 A$(K,K+24)="<~~Z[=%=[Z~$B"
5250 NEXT K:SOUND NO,NO,NO,NO:RETURN
6000 POKE 53278,N1:POKE 77,NO
6005 FOR P=N1 TO 100:NEXT P
6010 IF PEEK(53252)=NO AND PEEK(53261)<>N1 AND PEEK(53262)<>N1 THEN 465
6020 FOR K=N1 TO 100:SOUND NO,RND(NO)*250,N2,12:POKE 704,K:NEXT K:SOUND NO,NO,NO
,NO
6030 A$(Y,Y+30)=NUL$:POKE 704,119
6040 IF CAR=N1 THEN POSITION LX,LY:? "@(";
6050 FOR K=N1 TO 100:NEXT K
6070 LI=LI-N1:POSITION 5,22:? LI;" "
6080 IF LI<N1 THEN 7000
6090 X=96:Y=54:CAR=NO:DX=NO:DY=NO:FUEL=38
6100 POSITION NO,21:? "SCORE";SC:POSITION 20,21:? "LEVEL";LE:POSITION 0,22:? "LI
VES";LI:POSITION 20,22:? "HIGH";HI
6110 POSITION NO,23:? "FUEL=                                   ";
6120 A$(Y,Y+23)="<$$~fgCC":POKE 53248,X
6130 POKE 53278,N1:GOTO 100
7000 IF SC>HI THEN HI=SC
7004 GRAPHICS 18:GOSUB 30800:POSITION N3,NO:? #N6;"SPACE MISSION":POSITION N4,N2
:? #N6;" (C) C.KING 1985"
7006 POSITION 5,N6:? #N6;"score ";SC:IF SC>HI THEN HI=SC
7008 POSITION 5,9:? #N6;"high  ";HI
7009 POSITION N6,N4:? #N6;"game over"
7010 POSITION 5,11:? #N6;"PRESS FIRE"
7012 IF STRIG(NO) THEN SOUND NO,PEEK(N20),12,N10:POKE 710,PEEK(20):GOTO 7012
7014 GOTO 15
8000 AX=AX+ADX:IF AX<54 OR AX>194 THEN ADX=-ADX
8005 AY=AY+ADY:IF AY>176 OR AY<104 THEN ADY=-ADY
8010 POKE 53249,AX:A$(256+AY,276+AY)="<~[~=C~BB%"
8015 IF PEEK(53261)=N1 THEN POP :GOTO 6000
8020 RETURN
9000 AST=AST+LE/N3:IF AST>200 THEN AST=40
9002 IF PEEK(53262)=N1 THEN POP :GOTO 6000
```

space mission continues p89 ▶

–C*h*^ os weapon. ∢ *The Master reports 'prom[illegible]ing' results.* (LIVE ALIEN *cortical preparation.*) ○ Mine/Factory *S[illegible]bst[illegible]ntial* [illegible] { Heatonite

Machine skill VITAL. Doctor: ultimate risk scenario. Your intervention urgently requested. *???* HELP? *??? Disable TIRI* [illegible] ▶ *Regain*

FORM

Zi (Ur$_4$ (Λ^{13}C$_5$H$_5$N)$_8$ O$_4$ Fl$_8$) OH$_4$ · 16H$_2$O } ◆ ● ○ ○ ○ ● ○ ○ ○ 2nd Moon Rijar. ●

Use invisible cat + code: string ◇ etc. Full cerebral combat status needed

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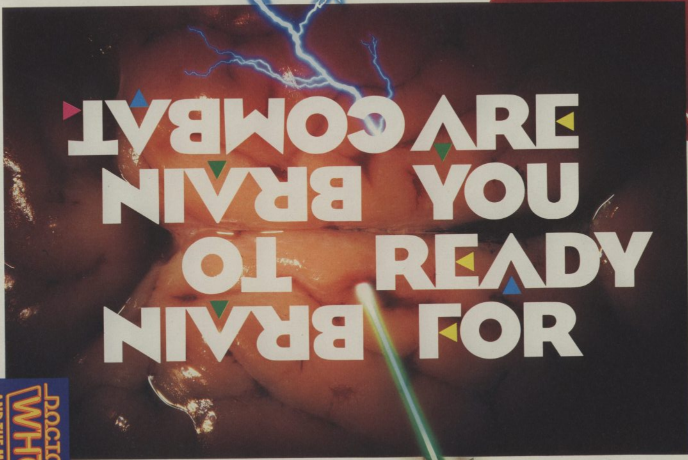
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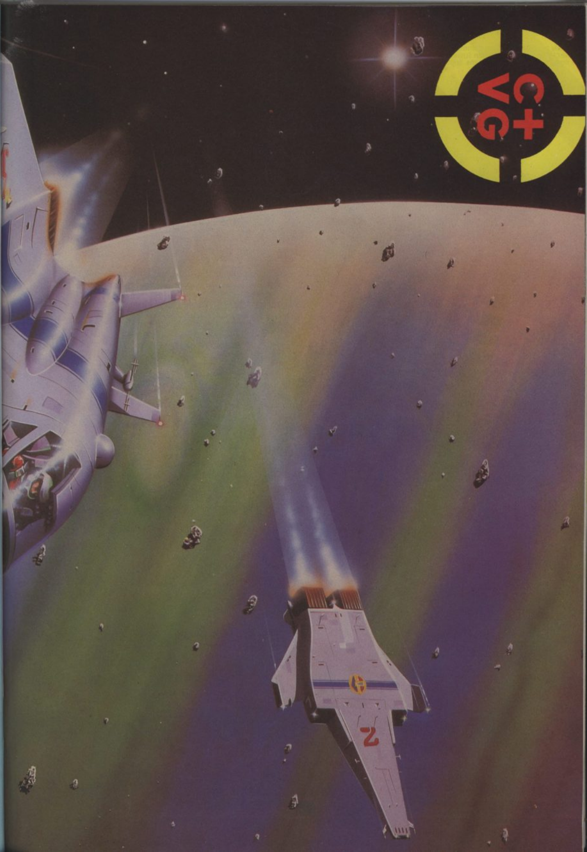
```
9004 POKE 53250,AST:RETURN
20000 GOSUB 30300:? " "
20005 POSITION NO,N4
20010 ? "    )<>                       %$    %$) ";
20015 ? ")< %!!!!$       %$)<><)     )%#]   %##!$";
20020 ? "!!!######$      ?#!!!!!$   %!##]   ?####";
20025 ? "##########!!!!!!########!!!####]   ?####";
20026 QE=LE
20027 IF QE>N3 THEN QE=QE-N3:GOTO 20027
20030 GOSUB QE*100+20000
20032 GOSUB 30800
20034 POKE 53251,92:POKE 53259,N1
20036 FOR K=768 TO 838 STEP 0.5:SOUND NO,K/N4,N8,N8:POKE 707,K-768
20038 A$(K,K+N20)="<~~Z[=%=[Z~$B"
20040 NEXT K:FOR K=14 TO NO STEP -0.1:SOUND NO,255,N8,K:POKE 707,42+K:NEXT K
20042 A$(840,842)="~<":POKE 704,119:POKE 53248,96:FOR K=74 TO 60 STEP -0.4:A$(K,
K+13)="<$$~fgCC"
20043 SOUND NO,RND(NO)*255,12,12:NEXT K:SOUND NO,NO,NO,NO
20050 X=96:Y=54:CAR=NO:DX=NO:DY=NO
20060 POSITION 0,21:? "SCORE";SC:POSITION 20,21:? "LEVEL";LE:POSITION 0,22:? "LI
VES";LI:POSITION 20,22:? "HIGH";HI
20062 POSITION NO,23:? "FUEL=                                  ";
20070 IF LE>N8 THEN POKE 706,91:A$(554,568)="CBB<$$$$<BBC"
20090 RETURN
20100 ? "#[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[&   ´[[[#";
20105 FOR K=9 TO 18:COLOR 93:PLOT NO,K:COLOR 63:PLOT 39,K:NEXT K
20110 ? "#$  @(  %!$ @( %!$ @( %!$ @( %!$  @(   %#";
20115 ? "##!!!!!!###!!!!###!!!!###!!!!###!!!!!!##";
20120 RETURN
20200 ? "#[[[[[[[[[[[[[[[[[[[[[[[[[[[[[[&   ´[[[#";
20205 FOR K=9 TO 19:COLOR 93:PLOT NO,K:COLOR 63:PLOT 39,K:NEXT K
20209 ? "#!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!#";
20220 V=12:FOR C=5 TO 29 STEP 12:GOSUB 20290:NEXT C:V=N16:C=11:GOSUB 20290:C=23:
GOSUB 20290:RETURN
20290 POSITION C,V:? "  @(":POSITION C,V+N1:? "%!!!!$":POSITION C,V+N2:? "´[[[[&
":RETURN
20300 ? "##[[[[###[[[[###[[[[###[[[[###[&   ´[###";
20301 ? "#&    ´#&    ´#&    ´#&    ´#&       ´##";
20302 ? "]      ?      ?      ?      ?         ´#";
20303 ? "]      ?      ?      ?      ?$         ?";
20304 ? "] @(   ? @(   ? @(   ? @(   ?#!!!!$    ?";
20305 ? "#!!!   ?!!!   ?!!!   ?!!!   ?&    ´$   ?";
20306 ? "##[&   ?#[&   ?#[&   ?#[&   ?      ]   ?";
20307 ? "#&     ?&     ?&     ?&     ?      ]   ?";
20309 ? "]     %#     %#     %#     %&   @( ]   ?";
20310 ? "]   %!#&   %!#&   %!#&   %!&    !!!&   ?";
20311 ? "]                                      ?";
20312 ? "#$                                    %#";
20313 ? "##!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!##";
20314 IF LE>N3 THEN POSITION 30,11:? ")<>)":POKE 201,7:POSITION 5,N16:? ") ) ) )
"
20315 IF LE>N3 THEN POSITION NO,N16:? "]    )%#    )%#    )%#    )%&   @( ]   ?"
;
20399 RETURN
30000 DIM A$(1024):V=PEEK(134)+PEEK(135)*256:P=(PEEK(106)-16)*256+1024-PEEK(140)
-PEEK(141)*256
30005 POKE V+3,INT(P/256):POKE V+2,P-256*INT(P/256)
```

space mission continues p90

```
30008 NO=0:N1=1:N2=2:N3=3:N6=6:N8=8:N16=16:N20=20:N4=4:N10=N8+N2
30010 POKE 54279,PEEK(106)-16
30012 REM GOTO30250:REM SKIP UGS´S
30015 CRO=PEEK(756)*256:CRA=(PEEK(106)-8)*256:FOR K=0 TO 1023:POKE CRA+K,PEEK(CR
O+K)
30017 POSITION 7,12:? #6;"*";1023-K;"* ":NEXT K
30020 DIM R$(1):POSITION N2,10:? #6;"nearly  finished"
30025 FOR K=1 TO 14:READ R$:R=ASC(R$):IF R<32 THEN R=R+64
30026 POSITION 7,12:? #6;" *";14-K;"*   "
30030 IF R<96 THEN IF R>31 THEN R=R-32
30035 FOR I=0 TO 7:READ A:B=I+R*8+CRA:POKE B,A:NEXT I:NEXT K
30110 DATA !,85,85,238,187,238,187,238,187
30120 DATA #,238,187,238,187,238,187,238,187
30130 DATA $,64,64,208,144,228,186,237,185
30140 DATA %,1,1,6,7,30,27,110,123
30150 DATA &,237,185,228,186,208,144,64,64
30160 DATA ´,110,123,30,27,6,7,1,1
30170 DATA @,128,170,175,189,189,175,170,128
30180 DATA (,2,170,250,126,126,250,170,2
30190 DATA ),0,42,38,42,12,207,60,12
30200 DATA <,42,38,42,3,195,3,3,3
30210 DATA >,0,42,38,42,192,0,0,0
30220 DATA [,238,187,238,187,238,187,85,85
30230 DATA ],237,185,237,185,237,185,237,185
30240 DATA ?,110,123,110,123,110,123,110,123
30250 DIM M(1),NUL$(30):M(1)=0.25:M(0)=0:NUL$=""
30270 RETURN
30300 GRAPHICS NO:POKE 82,NO:DL=PEEK(560)+PEEK(561)*256:POKE DL+N3,68:FOR K=DL+N
6 TO DL+25:POKE K,N4:NEXT K
30305 POKE 756,PEEK(106)-N8
30307 POKE 708,40:POKE 711,78:POKE 709,200:POKE 710,144:POKE 53277,N3:POKE 559,6
2:POKE 752,N1:POKE 623,N8
30310 RETURN
30800 A$="":A$(1000)="":A$(N2)=A$
30802 FOR K=53248 TO 53251:POKE K,NO:NEXT K:RETURN
30900 GRAPHICS 17:POSITION 3,0:? #6;"space  mission":POSITION 2,2:? #6;"(C)  C.K
ING 1985"
30920 POSITION 2,8:? #6;"LOADING GRAPHICS":POSITION 4,10:? #6;"please  wait":POS
ITION 7,12:? #6;"*1024*"
30930 GOSUB 30000
30960 POSITION 5,14:? #N6;"press fire"
30970 IF STRIG(NO)=NO THEN SOUND NO,NO,NO,NO:RETURN
30980 K=K+2.5:IF K>250 THEN K=0
30990 SOUND NO,K,N4,10:IF K/10=INT(K/10) THEN POKE 709,K
30995 GOTO 30970
31000 GRAPHICS 18:POSITION 3,0:? #6;"SPACE MISSION":POSITION 1,2:? #6;" (C) C.KI
NG 1985"
31003 LE=N1:SC=0:LI=5:FUEL=38:CAR=NO:SAFE=NO:AX=70:AY=150:ADX=N2:ADY=N2:POKE 705
,12
31004 POSITION N4,10:? #N6;"SELECT LEVEL"
31005 POSITION N3,5:? #N6;"high ";HI:POSITION N3,7:? #N6;"level ";LE;" "
31090 POSITION 5,11:? #N6;"press fire":IF STRIG(NO) THEN POKE 711,PEEK(N20):SOUN
D NO,PEEK(N20),N6,10
31092 IF PEEK(53279)=5 THEN LE=LE+N1:IF LE=21 THEN LE=N1
31094 IF PEEK(53279)<>N6 AND STRIG(NO) THEN 31005
31099 SOUND NO,NO,NO,NO:RETURN
```

space mission ends◀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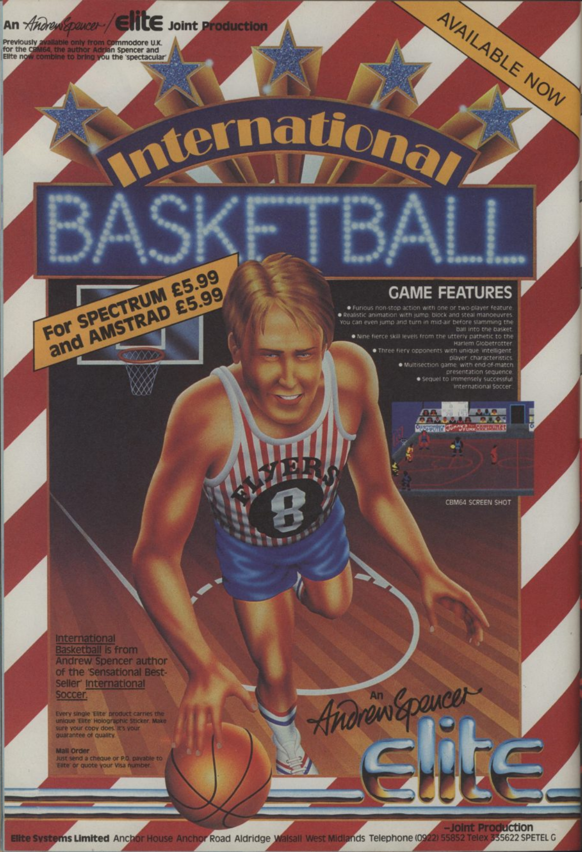

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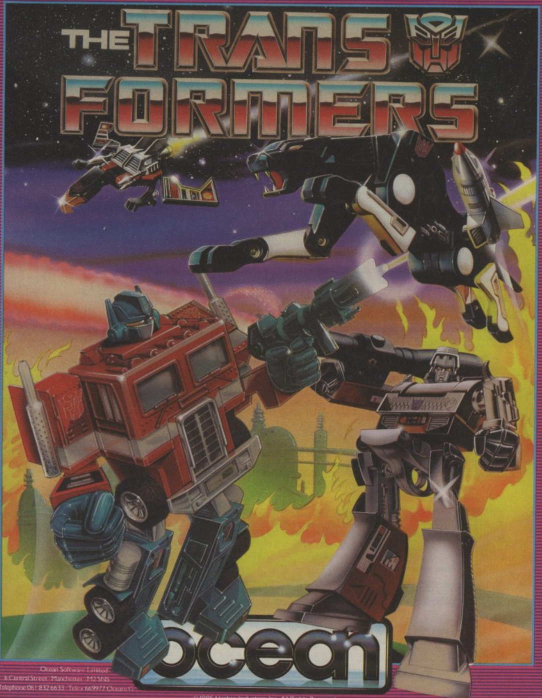

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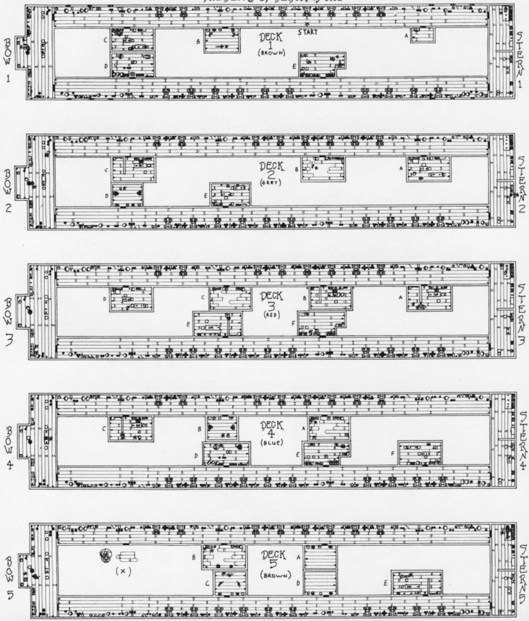
BLACKWYCHE MA

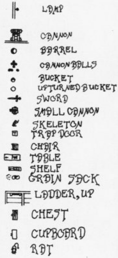
THE DECKS OF BLACKWYCHE


BOW 1
C
D
B
START
DECK 1 (BROWN)
E
A
STERN 1
BOW 2
C
D
E
DECK 2 (GREY)
B
A
STERN 2
BOW 3
D
C
E
DECK 3 (RED)
B
F
A
STERN 3
BOW 4
C
B
D
DECK 4 (BLUE)
A
E
F
STERN 4
BOW 5
(X)
B
C
DECK 5 (BROWN)
A
D
E
STERN 5

MAP. (c) 1985 MARK CLEMENTS

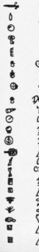
From time to time at Ideas Central we get maps that are so amazing that we just can't believe our eyes. This is one of them. MARK CLEMENTS is the creator of this stunning example of the map-maker's art. And he wrote all the game-play tips too. Is there no end to his talents!

GENERAL MAP KEY



OBJECT LIST

THE ✱ SYMBOL MARKS THE POSITION OF THE OBJECT



:OBJECT:NAME:	LOCATION:
SWORD	1B
MAP (A)	1E
PEARL	STERN 1
KEY	BOW 1
COMB	2B
GUNPOWDER	2D
BELL	STERN 2
SKULL	BOW 2
DOUBLOONS	3B/4B
TELESCOPE	3F
COMPASS	4D
BUCKET	4C
ANCHOR	4D
MIRROR	4E
CANDLE	STERN 4
CROSSBONES	STERN 3
BOOK	BOW 3
MAP (B)	BOW 4
SEXTANT	5B
SEAWEED	5C
WATER	5E
MAP (C)	STERN 5
MAP (D)	BOW 5

Blackwyche is without doubt the most difficult of the Ultimate C64 games to actually play. It requires every ounce of your arcade skills.

The greatest danger to your energy is, of course, the Harpies. Learning to defeat these creatures without loss of energy is the key to completing *Blackwyche*.

See my general gameplay tips for my method of dealing with the Harpies.

One room I've worried about for some time is room 3B on the map. This room appears to have a bug because every time you try to leave it, you get stuck and have to restart.

However, if you wish to see it, you can enter it by walking to the edge of the longest plank in room 2B and then walking forward in the direction of the door (push joystick forward). This room doesn't do anything anyway so let's just get on.

Use the map to find the rooms mentioned and if you get stuck, use the various map references and keys for help. Your start position is between rooms A and B on Deck One.

Start off by going to room 1B. Here, pick up the SWORD and go to 1A for energy replenishment. Do this by striking the bottom of the bell with the tip of your sword.

Now go to 1E where you will find a grain room. In the left hand corner of the room, between two sacks of grain on the first shelf, you should see a yellow object shaped like a bottle. Like the bell in 1A, tip it with the end of your sword, if you miss, keep trying. It should fall and present you with MAP Piece (A).

Now go to 1D. On entering the room, you will fall down a trap door into 2D, a deck below. Quickly run and grasp the bag of gunpowder avoiding the cannon fire. Now go to STERN 2.

When there, stand next to the chest against the wall and give it a good hack with your sword. Hey presto, one bell. Before continuing, return to 1A and stock up on energy, you will need it!

From here, go to 3E using the ladder at 2E because the other has DOUBLOONS which replenish your energy and you don't need them yet. When at 3E you will need the JUMP option because there is a trap door under the bouncing cannon ball. JUMP over the space where the ball hits the floor.

It's worth noting here that it is far wiser to use ladders to get down a deck than trap doors. The fall from a trap door decreases your energy and more often than not, there is a nasty surprise waiting for you when you fall.

From 3E go next door to 3F where you will find another grain room watching out for the falling sacks! The idea in this room is to keep on the move at all times. If you check the map, you will see there is a trap door in this room so be careful.

Look on top of the highest barrel and you will see your goal, a telescope. Avoid the trap door and JUMP up for the telescope. When you have it, get out quickly! It is not possible to do this room without losing some energy so you must be quick as those grain sacks are mean!

Go to 3C and, despite what I said earlier, you will have to use a trap door to get down to DECK 4 — it is the only way at this stage. You should now be in a small room with cannons. Don't pick up the bag, it contains DOUBLOONS which you don't need at this time.

Go left to 4C. When there, pick up the grey bucket and go through BOW 4 to the other side of the ship. Pop in room 4D and walk over to the cannon, once the cannon ball is fired, go over and pick up the anchor. Now go to 4E.

In here it is important that you avoid the middle of the screen because of a trap door. In the left hand corner of the screen, on the floor, are two grain sacks.

Walk right to the bottom of the screen and stand just to the right of the first sack. Use the sword and a hole will appear in the sack, using it again will produce the MIRROR. Pick it up and go to STERN 4 to get the candle. Now go to 4A.

You will see that there are three trap doors altogether in 4A. They are placed as accurately as possible and it will take practice to navigate this screen successfully (Make sure you JUMP over the last one). When you have the COMPASS, leave the room carefully and go next door to 4B. When there, grab the DOUBLOONS for energy and go back to 4F and down the ladder.

You are now in 5E. Walk over the puddle to obtain the water, then go to 5C, fight off the skeletons with the sword and grab the SEAWEED. Go through BOW 5 to 5B.

In here is the SEXTANT. JUMP over the low bouncing ball and walk under the high bouncing ball. From here you must go all the way back to DECK 2. If you are low on energy on the way back, by all means take some DOUBLOONS.

On DECK 2 go to room 2B, once there, walk up to the chain and you will receive a COMB. The COMB and MIRROR together go to the mermaid. Go now to STERN 1 and take the PEARL. Return to the bell room (1A), and replenish your energy. Then go down to BOW 2, where you usually lose all your energy, as this is now safe. Go over and get the SKULL, then return to BOW 1.

When you enter the room, the SKULL and CROSSBONES which you collected earlier will now fix themselves to the empty flag to form a Jolly Roger which will rise revealing a KEY. After taking the KEY, get some energy from 1A and go down to BOW 3 (DOUBLOONS on this level if not already taken).

At BOW 3, there is a cabinet on the left of the room, go to it and pick up the BOOK. From here, go to BOW 4. Pick up MAP Piece (C). Now go to the opposite end, to BOW 5, to fight off the ghost pirate using the BELL, BOOK and CANDLE picked up earlier. To fight him off, walk to the far right, next to the barrel and fight him with your sword. After changing colour a few times, he will disappear and you are free to take MAP Piece (D).

You're all clear kid! Go out the right door and walk. Soon a door will appear, a hidden door, room (X) on the map. Go in!

You will find that all too familiar skull with the Captain's soul trapped within. To free him forever, walk up to the skull and use the sword.

GENERAL TIPS ON GAMEPLAY

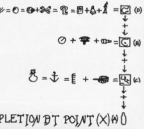
HARPIES: Defeating these annoying creatures is the only way you'll have a chance of completing *Blackwyche*. There are two methods, one being faster than the other. There is a method for going left and a method for going right, (the left being the faster).

Going Left: When you exit a room, walk onto and stay on the second plank. When the HARPIES fly on, just keep walking to your destination. When the white one flys over your head, clip it with the end of your sword. You can do the same with the green one, but it tends to be less dangerous than the white and doubles back over your head occasionally.

If you miss the white one, make sure you turn around immediately and destroy it. Use room-ducking as often as possible.

Going Right: This is a tedious method but, unfortunately, the only one. When you leave a room, walk on the second plank again and keep going. When a HARPY appears you must double back to meet it and then destroy it. Do the same with the SQUID. Time is valuable, and whenever the screen is clear, get as much scrolling done as possible.

QUICK REFERENCE TO THE OBJECTS



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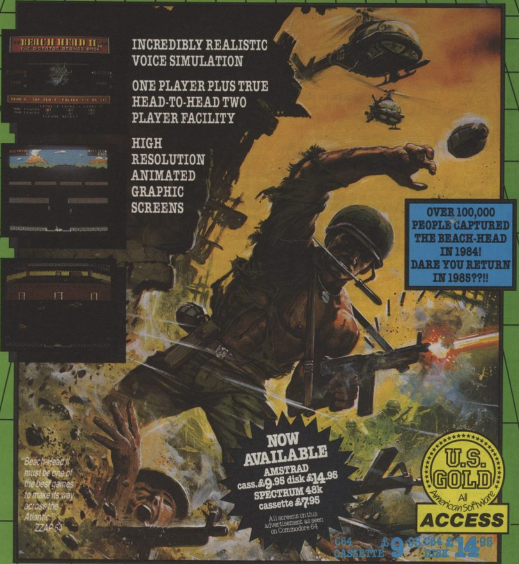

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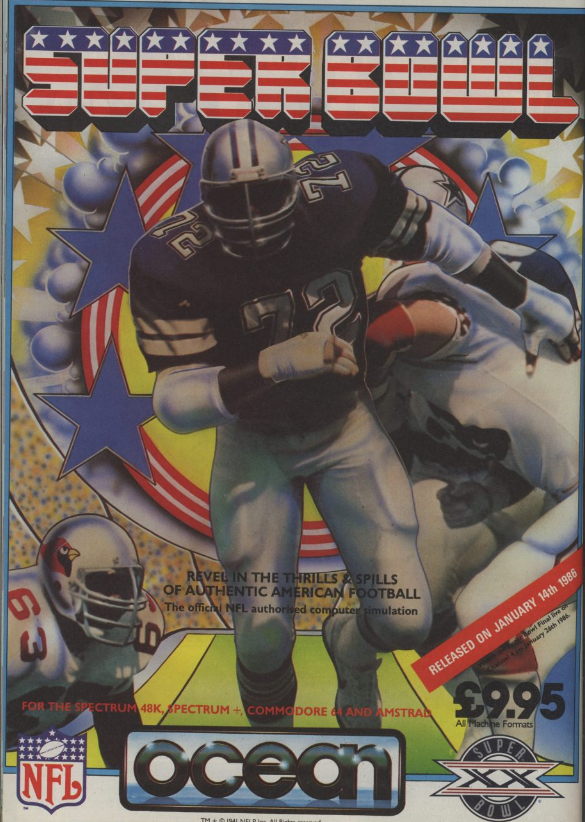
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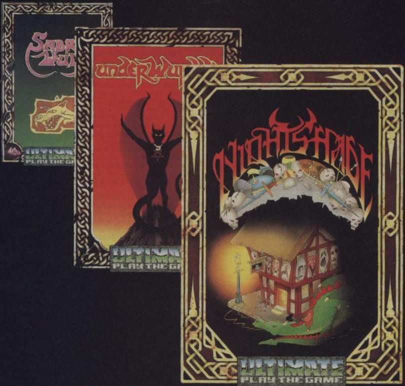

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C+VG ADVENTURE NEWS

A PEEK INTO THE PENTHOUSE ARCHIVES

Amid the untidy piles of cassettes, the overflowing ashtrays, torn up unprintable reviews, and the empty Perrier bottles littering the luxury apartment atop the Ideas Corp building, is a very important pile of letters destined for the Archives. These are the letters that contain neither problem nor clues, yet have something of interest to say about the world of adventure.

Once every two or three years, these letters actually get filed and lost to the world forever. But in the meantime, it is only a matter of kicking away the debris to find the pile and sample its contents.

"Have you thought of opening a branch office over here in Adelaide?" writes Adrian Stetco from South Australia, "then my friends and I would have someone who we could contact with our problems! It would be a lot cheaper and faster (for us!)," he adds.

That's quite a thought, Adrian, perhaps you could try and persuade the Editor to send the Helpline on a world tour? If you can do that, I'll send you a t-shirt!

Christopher Waite of Boreham, Chelmsford, visited the Helpline stand at the PCW Show in September and had a chat with us about his problem in **Jewels of Babylon.** Then he went home and finished the game! Chris was so pleased he wrote an "Adventure Booklet" for us, packed with solutions and clues to all the games he has played, ranging from **Heroes of Karn** to **Red Moon** and **Robin of Sherwood**.

That's the sort of thing that earns t-shirts too! Of course, whilst writing Christopher just couldn't resist asking the odd question or three....!

"I think it's horrible how the rest of the magazine appears superior to the adventure section. I mean, look at October's issue — there were 25 arcade reviews to seven adventure reviews, including **Lord of the Rings**" says Daniel O'Mahony of Fordingbridge.

There weren't many new adventures around that month, Daniel, but luckily the games we reviewed were really good. So quality made up for quantity! Didn't it?

Jason Nicholls has got a few complaints about adventures! He has nearly finished all the games he has, but that is just the trouble! "So many adventures have a problem at the end which is just about impossible!" he says.

The other thing that irritates Jason is the words used. "Who would expect to type in ROTATE SPHERE in **Message from Andromeda** when there is no hint to do it?" he asks.

Agreed, Jason, and if you want a real nasty sting in the tail, wait until **Mystery Funhouse** comes out for your micro!

THE FIEND REPLIES....

Here follows an extract from **The Fiend**'s latest missive. It arrived printed in tiny print on a roll about a metre long. With it was enclosed a pocket magnifier....

Dear Mr. Campbell,
It must have been a pleasure for you to meet me at the PCW Show. Perhaps if you had paid more attention instead of staring intently at the next stand...Oh well, I suppose I am no match for half-naked crumpet leaping about.

Mind you, I think it was not on to expose those two young boys to such debauchery, I mean, all they know about is playing adventure games and slaying the odd dragon. I hope their mummies don't find out!

Well, I had intended introducing myself at the show, but I didn't actually realise how TALL you are. I thought you was a little weed, with a large cranium and glasses, a bit like Brains from **Thunderbirds**.

Ex-champion boxer are we? Or something less aggressive, like a scrum forward! So discretion became the better part of valour, just on the slight chance that at some stage I may have given unwitting offence about some trifling point or other.

I mean, it's not YOUR fault that I'm too thick to realise that SA has a cabin in his kitchen.

Your boys were helpful, however, and as a result of your chat I have polished off **Claybore** and opened all but one gate in **Final Mission**.

By the way, there's a bugged version of **Fourth Protocol** on sale. This appears to be an unfinished version of "The Bomb" where the option to get a taxi is missing.

Entering one location in the Barbican causes the program to crash, and the gate guard can be quizzed continually, despite the fact that he says he will answer only one question.

Yet another example of carelessness spoiling a good game. Perhaps you could make mention of this in your column, to warn adventures and to embarrass the publisher!

I have just returned from my local software shop where I discovered **The Pettigrew Chronicles** for £2.99, so I lashed out. I really am a soft touch.

The problem is that only 10% of what I buy is in any way what I would call a good adventure. Yes, I really must settle down and write my own. If it pleases me, then it must be good!

Well, I suppose I had better finish off with a couple of tips, not that you seem to care whether I do or not. But I don't care, I will forge ahead anyway.
A vanimar, vanimalian, nostari,
The Fiend,
Faringdon,
Oxfordshire.

Watch out for some Fiendish tips in the next issue, IF I have managed to read them by then!

INTELLIGENT..? YOU'RE JOKING

Dear Keith,

The advent of the "super intelligent type any old garbage and it will be interupted into a command" text input systems has ruined Adventure.

All right, have complex input commands if the game needs it, eg **Sherlock**, **Deadline** etc.

But there is NO POINT in wasting memory on these routines. In the old days, if you had four keys with you and typed UNLOCK DOOR, the program would check all your keys and unlock the door if you had a suitable one, opening the door afterwards. Who would unlock a door and then leave it closed?

Nowadays, if you type UNLOCK DOOR: With what? WITH KEY. Which key? USE GOLD. It does not fit. USE RED. The door is now unlocked. OPEN DOOR. The door is now open.

You must admit the first is easier! Look at **Ten Little Indians** in the Mysterious Adventure series. To dig a hole, no DIG. Oh no! USE TROWEL. For goodness sake, EVERYONE types DIG! And I hear that **Zork** itself demands object: DIG GROUND. Are you really going to try and dig a hole in the Grue standing in front of you? No, you are not.

Finally, do STOP plugging Scott so! Or rather, carry on plugging him, but plug the others also. When I actually write ZARK (maybe 1997) I shall expect massive plugging from *C+VG*.

P.S Could you tell me how many letters I have written to Helpline?

John Yeates,
St. Clement,
Jersey.

Keith's reply: I lost count about a year ago, John! But have you ever played Ghost Town (oops, there I go, plugging again) You have to dig in an unusual place to complete that game!

NEW RELEASES THE PAY OFF

Originally on disk only by Atari for the Atari, this game is now on release from Bignose Software, on cassette for Spectrum, Amstrad, Atari, BBC and Commodore 64, as well as on disk for Apple II, BBC and Commodore. Disc versions cost £9.95; cassettes are priced £5.95. You are in debt to Luigi the bookie, and when you meet him you either pay him or end up in the Hudson wearing concrete wellies! But getting hold of the Jang-y-Ryn diamond could solve all your problems Reviewed in the July 1985 issue of *C+VG*.

QUEST FOR THE HOLY GRAIL

Based on the Monty Python film, Holy Grail from Dream Software has now been re-released by Mastertronic for Commodore 64 and Spectrum, priced £1.99. This is the game in which you'll need the famous shrubbery, when you come up against the Knights who say NIC! Reviewed in November 1984 C+VG.

Three new utilities for generating adventure programs have been released.

C+VG ADVENTURE HELPLINE

In his penthouse apartment in the IDEAs Central building Keith Campbell, one of the few survivors of the corporate purges which swept through the software industry when the IDEAs Corp was establishing itself, busies himself with an intricate and time consuming task. His job is to collect and collate all the data relevant to adventure games and dispense words of wisdom to people with problems.

This month the Adventure Helpline has to say a fond farewell to one of the most experienced orc-bashers — Simon Marsh. Endearingly known in Adventuring circles as The Pink Fairy.

THE PINK FAIRY BOWS OUT

Simon Marsh joined the Helpline in January 1984. As well as reviewing games and answering your letters, he is the survivor of two PCW Shows and a skilled Orc Buster. Simon has now left school and has got himself a job in insurance.

He writes: "This is my farewell message to you all. I am leaving the Helpline. The reason being that I can no longer afford the time or effort to give the position the justice it deserves. Most of my spare time is now spent with my rock group, *Teacher's Pet.* This means that I cannot solve as many Adventures or reply to as many letters as I would wish. I must thank Paul Coppins for the friendship he has shown over the last two years. To Jim Douglas, the new boy on the street. All at Priory Court, my thanks for the immensely enjoyable times I have had up there. And, of course, to Keith who gave me the chance. Thanks mate!"

Simon, how could you? Just as you'd learned to put the full stops between the sentences, too! Anyway, it's been just as enjoyable for us having you, thanks for all the good work you have done to help the Helpline thrive.

It just won't seem the same eating out on one of our jaunts, and our table not getting funny looks from the rest of the customers in the restaurant! (Gets out hanky and starts sobbing . . .)

STICKING POINTS

Adventure problems cause the deepest despair and utmost frustration when they can't be solved! "Rush me an answer urgently!" write many adventurers who write to the Helpline, so desperate that they want to beat the queue for an answer.

One ploy to grab attention first is the suicide threat, especially suicide by unusual and original methods.

Like Gary Barrett from Omagh, who this month had the urge to stick his head between two pieces of buttered bread, and offer himself to that great mouth in the sky! That doesn't beat the queue, but it does make the mail amusing to read!

This, of course, is a last resort, after trying every possible command to beat the problem. Kevin Lea of Coventry, for example, is not one to be afraid of trying ANYTHING, and when playing **Jewels of Babylon** he described his desperate and outlandish attempts to solve the problem in hand.

"I have tried EVERYTHING, from trying to eat one of the natives, to having a . . ." — A WHAT, Kevin??? Kindly leave the room!

Can YOU save lives and minds by helping out the poor, depraved and wretched adventurers who were reduced to writing gibbering letters to the Helpline recently?

M. Dance can't get anywhere beyond the castle in Supersoft's **Goblin Towers.** "I've been getting *C+VG* for two years now and haven't seen any tips for it," he says. The reason is we've not had any readers with problems on it — until now!

One of the Marshals near the upper shuttle bay in **Shadowfire** seems invincible, complains Andy Li. He always seems to kill off the whole Enigma team in one blow! How can he be dealt with, asks Andy? Perhaps the **Shadowfire Tuner** could come in useful here, to make matters easier?

That's the Spirit is a game in which Susan Bowman of Kings Lynn is stuck. Susan wants to get an object out of the church, and get into Frisby's Store. Can anyone help her?

Another blank was drawn by Geoffrey Pickard of Basildon. "Do you know anything about **Lost City** from Superior Software?" he asked.

Unfortunately I don't, and there is poor Geoffrey, stuck near a rockfall, arms full of things which all seem useless apart from a drill.

The game appears to recognise very few verbs, says Geoffrey, and if you try to USE anything, it comes up with AND HOW EXACTLY ARE YOU GOING TO DO THAT? Does anyone know exactly how?

Russell Grimbley of Sheffield is right **Upper Gumtree** with dogs, a bull and a bleeding wound. Who can patch him up and get him past the animals?

Warlord from Interceptor has R.N. Lorkins of Morpeth struggling to get past the bear. Another reader playing the same game wants to know where the weapon to kill the warrior is? Look in the clues section, you may find an interesting entry!

John English of Northfield, Birmingham, is aspiring to the heights of Grand Master in **Colossal Cave.** from Level 9. He has all the treasures, but his problem is getting them all out in time.

He reaches a score of 310-330, but afterwards the cavern closes and catches him on the hop. Can any grand master explain their technique?

Michael Huxley of Wigan is playing **Sorceror of Claymorgue Castle**, and is having trouble with the Dragon! Not the usual unshiftable dragon in the game, but the Dragon 32 version of the game.

He thinks he has found a bug involving the Yoho spell, it causes it to operate incorrectly, and thus make the game insoluble. Has anyone else come up against this problem — or is it one?

My thanks to Neil Townson

HELP!

Got a problem? Don't suffer in silence. Write to Keith Campbell's Adventure Helpline,

Priory Court,
30-32 Farringdon Lane, London
EC1R 3AU.

and Jonathan Allen for some very detailed blow-by-blow accounts of **Kentilla, Valkyrie 17,** and **Erik the Viking.** I wish I could reply personally but you forgot to include your address! Do remember when you write, there's no way you can get an answer if you forget to include your complete address!

Mrs R. Batham cannot pass the Great Barrier in **The Inferno.** She is carrying a rope, staff, shield, torch, sheet and boots, and Virgil is with her. She rang the Helpline, and to our horror, we found we hadn't a single clue!

A.H. McLean of Doncaster has managed to rescue the maiden in **Castle of Terror,** but doesn't think he has gained the maximum points. He usually finishes on about 260. He knows all about the soup points, but can anyone tell him how many he ought to be able to get without cheating?

He goes on to ask: "What does SUETOFOR mean in the **Fourth Protocol?** My answers to Sir Anthony Plumb's questions are: Traitor — Faulkner, assumed name Nilson, real name Stenberij; proof — fingerprint; where it happened — Pizza House; Traitor was recruited by False Flag,"

Jamit Watson wants help in **Crystals of Carus.** "How do you get the white and green crystals, and where does the Staff of Power come in?" he asks.

Darren Halde of Newent in Gloucestershire cannot get past apes one way, and gets stuck at the bottom of a ravine the other while playing **Search for King Solomon's Mines.**

After writing for advice on a dead body, **Holy Horrors** player Dave Yates discovered what to do before help could reach him! One problem leads to another, as usual, and now Dave is repenting his irreligious deeds, and desperate to get into the church.

How can B. Logue of Tangley Grove cross the bridge guarded by the Darg-Vool? "If Elva has to shoot it, then with what, where is it, and how do you get it?" asks BL?

ADVENTURE CLUES

SUBSUNK: To stop an overflow, be a sucker and do a bit of plunging with a broom handle!

GROUND ZERO: For a slice of bread, give the grocer a radio!

MAFIA CONTRACT: To defuse the bomb, cut the blue wire. To survive meeting with rival gang boss, wear the bullet-proof vest.

AZTEC TOMB (Part 1): To cross the stream, do a bit of climbing first!

CATACOMBS: To take the sword, go east and after ridding yourself of the demon get the gauntlet.

Use this to get the sword.

MORDON'S QUEST: To overcome the problem in miniature, you could use a breather!

EUREKA ROMAN: To find the swamp rose, go E, SW, E and S in the swamp.

EUREKA CARIBBEAN: In the uranium mine, check the count all the way to the shower. Follow the plane down the runway and then just jump in!

EMERALD ISLE: Fancy a paddle? An axe can carve a mighty hole in a log — if you know how to do it!

HOLY HORRORS: Read the perfume, adjust the telly.

BORED OF THE RINGS: Morona gate is passed with ease, if you can make a Giblet sneeze.

SNOWBALL: To find the crewmember. insert mempak in video viewer, and take down the crewmember's code. Go to the north end of the cylinder. Go through doors and head north, examining the bracelet until the last colour is the same as the first colour code you wrote down. Go down and into the elevator, then press the third colour button. Walk along the corridor examining the lights until they correspond with the first three colour codes. Find the mortuary and enter it, then press the colour buttons corresponding to last three colours in code.

ADVENTURE HOTLINE

The **Adventure Hotline** is a series of frames on Micronet 800, where adventurers with problems can get help from the *C+VG* Adventure Helpline. If you are a subscriber, look up page 800132, and you will find the weekly Help column written by Jim Douglas.

So what's been going on since April when I started the area? The main difference is that it's now written and uploaded by Jim, rather than myself, and a good job he makes of it too!

Paul and I come in now and again to help Jim out with some of the problems and this works quite well — all three of us are subscribers and are able to send mailbox messages to each other through the system.

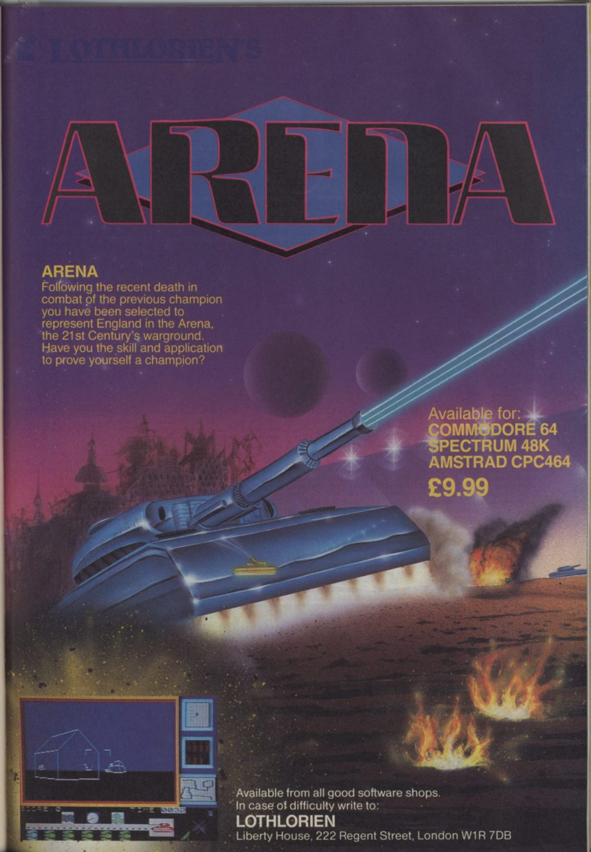
It has been slimmed down considerably from its original size, due mainly to the sheer time it takes to produce. Appearing weekly on a Tuesday, there are now twelve frames of chat based on mailbox messages received by Jim from '*Netters*'. The previous five editions are also available and 'routed' from an index page.

For those who were mystified by the appearance of a similar but new title, it was due to an enthusiast organisation called Clubspot 810, who objected, claiming to have been the first to start an Adventure Helpline. Although they aren't above ripping off *C+VG's* adventure reviews from time to time.

For those Micronet subscribers who want the REAL thing don't forget you can contact Jim direct by keying page 8001327.

LOTHLORIEN'S

ARENA



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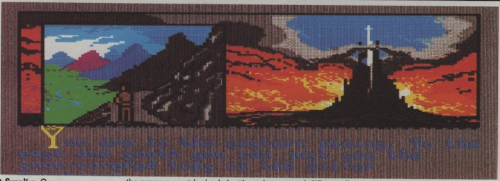
REVIEWS/1

NEVERENDING STORY



You are in the eastern plains. To the east and south you can just see the snow-covered tops of the Silver

- **Supplier:** Ocean
- **Machine:** Commodore 64/Spectrum/ Amstrad/Atari
- **Price:** £9.95

Based on the film of the same name, this adventure is set in the land of Fantasia.

Fantasia is faced with oblivion by the all-consuming Nothing, unless you, as Atreyu, can save it.

Starting off in a forest of twisty turning paths, the location text is well merged into the rest of the text. But many of the locations have similar text, and wandering through the forest can get a little boring and a bit confusing.

There are three parts in all, and each must be completed before loading in the next. To proceed from part to part, the program must be loaded with one of three sets of data.

Any object carried at the end of a part is automatically transferred with you into the next one.

The screen format is rather unusual. It has a very effective wide screen picture at the top, and scrolling gothic text beneath. During play, a mini-picture is superimposed upon the main graphic, this shows either an action or the current location.

To the right of this, up to five objects — the inventory limit — are depicted in miniature, together with any companions that are accompanying you.

The vocabulary leaves a lot to be desired. There is no EXAMINE verb, and HELP is an unknown word. What really niggled me was, for example, on entering the command THROW STONE AT ... (object), the reply I got was THERE IS NO VERB IN THAT SENTENCE.

We all know, and forgive, the occasional "obvious" words that are missing from a game's vocab, but the reply shows a slackness in attention to detail in the programming, which loses the adventure all credibility.

Play is in real time, and although there is a PAUSE command, I always find it irritating to be hurried through an adventure, for if one hangs around long enough to draw a respectable map, YOU WAIT appears on the screen from time to time, and lots of nasty things can be happening without your participation.

The limits of Part 1 took me to a swamp and the foothills of a mountain, under which I found a crystal in a glass box. To be quite honest, from there on I found it difficult to know what I was supposed to be doing.

By the time I had wandered around and got over a few minor obstacles, I had a potential weapon and no-one to kill with it. I couldn't end Part 1 and so proceed to Part 2.

Neverending Story is a passable adventure — but that is all.

Keith Campbell

● Vocabulary	5
● Atmosphere	7
● Personal rating	4

MERLOCK THE MEDE

- **Supplier:** Terminal Software
- **Machine:** Spectrum (Amstrad version to follow)
- **Price:** £5.95

Whilst we were at the PCW Show, a strange looking fellow with a flowing cape and odd jerkin approached our stand, and smiled. Being of true adventurer stock, the whole team shuffled back a few paces and looked around for visible exits. He winked, and with a swish of his rather grubby cape, vanished into the crowd ...

The event had almost been forgotten, until loading **Merlock the Mede.** Who should appear on the cover and title screen but the very same character, cape and all.

There are two games in the package, one on each side of the tape. Yes, great value for money, but not much use if one fails to load ...

The games are the first in a series casting you as Merlock — a helpful chap who jaunts around the countryside helping folk in need.

The game which loaded, **The Deeds of Glengary Hall,** begins with a few screens of instructional bumph to set the scene and explain who you are.

Whilst drinking some brown liquid sold to the locals as ale, a nervous looking man comes over to your seat in the inn and explains his plight.

His mildly insane and decidedly nasty uncle seemed to have the same mentality as the famous J. Pierpont, Flathead: "If I can't have the money, no-one can!" The deeds to his plush residence have been hidden away, and before the young man can inherit, he must ... You get the idea.

The graphics are much like those of **Colditz** (Phipps). They are component designed, which cuts down the variety. They can be turned off, but you still have the feeling that the memory space could have been better used.

In my travels I found only a handful of objects, most of which seemed useless. The descriptions are brief, and much of what is included seems irrelevant. Most of the locations are corridors, landings, stairways and rooms.

There's a digital watch up for grabs if you crack the games. I suppose you could take the view that paying six quid for a watch isn't bad, assuming you have the patience to play through the game!

Jim Douglas

● Vocabulary	2
● Atmosphere	2
● Personal rating	2

C+VG

ADVENTURE

REVIEWS/2

LUCIFER'S REALM

- **Supplier:** All American Adventures
- **Machine:** Commodore 64 (disk), Atari (disk)
- **Price:** £14.95

If ever there was a lost opportunity to gain a *C+VG* personal rating of 10 for an adventure, this was it! Here is a highly original scenario with some stunning possibilities, and it has all been wasted with a clumsy input/output format and a diabolical vocabulary.

Perhaps 'diabolical' is an apt word, for the devil himself features in this game! Here, the game starts with you on the verge of death in a hospital bed. Should you be successful in accomplishing the task of dying, things take a turn very much for the worse — you go down rather than up! That is if you can manage the commands to go anywhere at all.

Now the problems begin, and you can either spend an eternity in a nastily tiled room half-full of stagnant water, or solve the problem and arrive at an altogether warmer place at an even lower altitude.

When you hit bottom you find yourself in a circular room with doors to the left and right and a notice announcing that Satan suspects one of his inmates, a certain A. Hitler, of plotting to overthrow him. He who succeeds in proving this will be released to ascend into heaven.

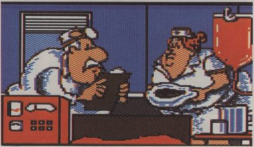
On with the plot. Take the left hand door — well, why not? Through an underground cavern, the player reaches his old friend, Nazi war-criminal Adolf Eichmann. Wearing the uniform of the Third Reich, he will not let you pass him to see A.H. until you answer the question: "Why do you want to see him?"

I'm not usually lost for words, but try to sum that up in two! But there are no clues.

The other alternative has to be better, so off we go through the right hand door. After passing through a few caverns, another dead end is met in the form of John Wilkes, Abraham Lincoln's assassin.

He is guarding further progress on the direct orders of Satan himself. Not so lethal as Eichmann, he will only stop you by slapping your face — quite a gentle character really!

So back we go, and the observant sinners amongst us will no doubt find a skull amongst the foul-smelling remains of decaying human flesh.



The more astute will find that it rattles. Here the word difficulty comes in, for there is no way I could find of making use of this fact.

My logic went as follows: It rattles either because there is a useful object inside, or because the noise of the rattle itself is useful.

Following the latter train of thought, I tried RATTLE, SHAKE, and as many other words as I could think of, to no avail.

Following the other track, I tried EMPTYING the skull, tipping it, inserting hand, breaking it, you name it, but no detail could I see, no object could I obtain.

The graphics, superb as they are, take an age to load.

What a shame, the potential is there, but it hasn't been exploited — it has been spoiled.

Keith Campbell

• **Vocabulary**	3
• **Atmosphere**	9
• **Personal rating**	2

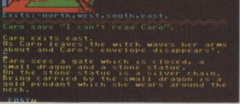
THE MAGICIAN'S BALL

- **Supplier:** Global Software
- **Machine:** Commodore 64 Spectrum/Amstrad to follow
- **Price:** £7.95

To free the ruler's daughter, and to escape with her from the Dark Lands of the evil magician, is your task as Caro in this unusual adventure.

The story starts in a rather strange house, whose kitchen leads into a room containing a diabolical demon encased in green slime. Another room houses a witch — a bit of a pickpocket on the quiet. It is up to you to discover how to encourage her to steal that which is not essential to your task!

Eventually, after a sticky encounter with a spongy floor, the action moves on to a forest. This is where I deducted a few atmosphere points, for here I discovered that my main ally in thwarting the magician is a giant tree!



```
A peaceful garden.
The air smells sweet.
Voices can be heard
from the other side of
a gate to the south.
Exits:-north,west,south,east.
Caro says "I can't read Caro".

Caro exits east.
As Caro leaves the witch waves her arms
about and Caro's envelope disappears!.

Caro sees a gate which is closed, a
small dragon and a stone statue.
On the stone statue is a silver chain.
Being carried by the small dragon is a
gold pendant which she wears around the
neck.

  EAST#
```

Admittedly I was under the influence at the time, but I found the concept of talking a tree into carrying me around and doing the deeds of which I was incapable too bizarre to gel with the plot.

The fact that the tree talked in Arborian didn't really help either.

There are two characters, Caro and Azul, who are interchangeable throughout the game. Of course it had to happen, and it did! Type AZUL and you become Azul, type CARO and you become Caro.

The visual presentation of the game is fast and clean. A split screen is featured, the top half showing a mini-graphic, often animated, with a text description of the location to the side.

Despite being so small, the graphics contain an amazing amount of detail, and serve to help the player instantly recognise into which location he has moved.

The publishers, in describing the game, make a great thing of the 'unforgettable music of Oldfield's *Tubular Bells*' — excerpts play throughout the game.

I suppose there has to be music at any ball, but it came over as an irritating dirge, and I soon turned the sound right down.

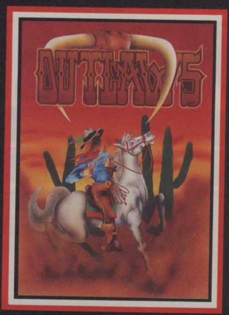
With the "Bells" cast into oblivion, the game is a pleasure to play — it is so user friendly.

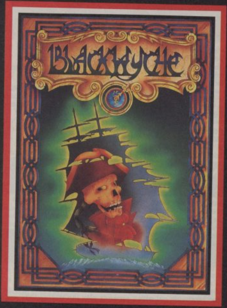
Keith Campbell

• **Vocabulary**	8
• **Atmosphere**	5
• **Personal rating**	7

COMMODORE 64

DRAGON SKULLE




BLACKWYCHE

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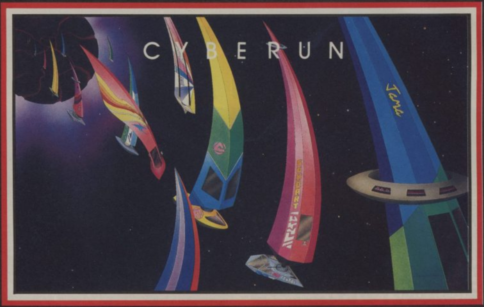

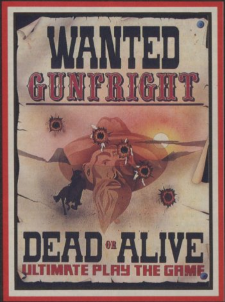
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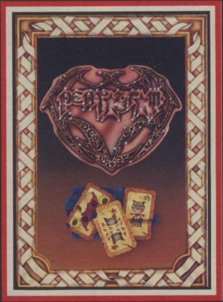

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ADVENTURE

REVIEWS/3

WISHBRINGER

- **Supplier:** Infocom
- **Machine:** Atari, Commodore 64, Apple
- **Price:** £31.95

The Legend of Wishbringer starts in the instruction book, in the form of a beautifully illustrated poem. It tells of how Morning Star, a baby girl of rare and perfect beauty, was kidnapped by the evil Queen Alexis so that she may in time become her daughter.

Six brave knights had tried to win the hand of Morning Star by completing dangerous tasks set by the Queen. All, of course, had failed, just as the Queen had planned.

In the ages that followed, the kingdom turned to dust. All was lost save the heart of the princess, which with the passing of time had turned into a glowing stone, known as *The Wishbringer*. The reason for the title is simple — it is said that he who bears the stone will be granted seven wishes, one for Morning Star, and one for each of her lost loves.

Wishbringer starts with you standing outside the Post Office in the village of Festeron, in which the game is set. You have taken a job there and your first task of the day is to deliver a letter to the old woman who runs Ye Old Magick Shoppe. There are some pretty strange rumours going around about her. It's not surprising considering the way she mutters on about trolls, quests and somebody called The Evil One. It is even said that she has a rock that makes dreams come true!

It is not until you step outside the old woman's shop that you get the first hint that there are indeed strange things afoot. To say more about the plot at this stage would give too much away!

Wishbringer has been given a new story format, which makes it a very friendly game to play.

One or two references to other games crop up, this was like meeting old old friends! There's even the chance to take a peek into a Grue's Nest and live to tell the tale! But the best laugh for me came when I found myself standing by a white colonial house . . .

There are two difficulty levels in **Wishbringer** — you can either solve the problems using pure logic, or invoke magic instead. That is the easy way, to be used only in the last resort, so in fact it is a form of cheating! But by using it you don't score any points for the achievement, but nevertheless it is great fun!

As is usual for an Infocom game, the packaging is superb, and includes not only a disk, but also a map of the village of Festeron, your very own glow-in-the-dark Wishbringer, and a most special sealed letter.

Paul Coppins

● **Vocabulary**	10
● **Atmosphere**	10
● **Personal rating**	10

MISSION ASTEROID

- **Supplier:** All American Adventures
- **Machine:** Commodore 64, Apple, Atari (disk only)
- **Price:** £14.95

You are summoned to mission control and told to go out into space and destroy an asteroid on collision course with Earth!

The catastrophe is due to happen at 7.15 pm, and as you start, your watch tells you that the time is midday. You have your work cut out making your way through the Mission Control building, getting briefed, learning your flight plan, collecting the supplies you will need, and generally making sure you are fit and healthy for the task ahead.

The game has graphics which occupy all the screen, bar the five lines forming a text window at the bottom, but previous messages can be seen by pressing RETURN, which will flip the picture on and off.

The graphics are quite pleasant, without being spectacular. Unfortunately, they cannot be turned off completely, and so the delay while they are read in from disk is inevitable even on replays.

The player's input is limited to one and two-word commands, and although this is quite acceptable as a method, more intelligence and a wider vocabulary would have enhanced the game considerably.

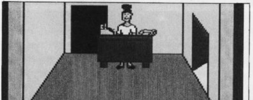
It is quite fun learning to pilot the rocket, and providing you take the sort of precautions every astronaut should take when entering and leaving his craft, all should go fairly smoothly until you actually come to grips with the essential part of your mission.

Then the thinking must begin, for if you are to blow the asteroid up, it must be done not only before it reaches the earth, but preferably with you out of range of the blast.

Here is an unassuming adventure, ideal for the beginner.

Keith Campbell

● **Vocabulary**	6
● **Atmosphere**	8
● **Personal rating**	8



```
THE SECRETARY SAYS, "PASSWORD, PLEASE."
YOU HEAR A NOISE, "BEEP, BEEP, BEEP!"
YOU ARE IN THE FRONT OFFICE OF THE
BUILDING. THERE IS A SECRETARY HERE.
THERE IS A DOORWAY TO THE NORTH AND A
```

WARLORD

- **Supplier:** Interceptor Software
- **Machine:** Spectrum, Amstrad
- **Price:** £6.00

The Roman and Celtic gods have become personally involved in the battles taking place on earth, and both are trying to force a conclusion in their favour. Open warfare between the gods is imminent, and fearing that the world could be destroyed, a truce has been called.

A mortal champion from each side is sought, and transported into one of the Celtic Otherworlds. The outcome of the war will be decided in favour of the winner.

The Romans have chosen their finest centurion, and the Celts have their Warlord — YOU!

As the adventure opens, it is an easy task to set forth from a mountainside and start to unlock the secrets of the Otherworld. Gods from both sides pop up all over the place, some helping with a gift and a smile, whilst others set about doing all they can to slow you down.

After a speedy start I quickly came to one of those spots that everyone experiences at some time or other in an adventure — the immortal words NOTHING SPECIAL HAPPENS. A quick plea to the Helpline (thanks, Adrian!) soon solved what turned out to be a truly salty problem, and I was on my way to the next meeting with the Gods.

One rather strange thing I noticed whilst playing this adventure was its funny habit of letting you solve a puzzle without letting you know!

For example, the first time I went through an enchanted wood, the path was clear and easy to follow. The second time, I was not carrying what I had taken to be a rather useless staff-like object, and without warning, some very strange things began to happen!

Warlord is a split-screen graphics and text adventure for the Spectrum and Amstrad computers. There are about 100 locations, but only a few of them have a picture. The Amstrad graphics are far superior to those on the Spectrum version.

Paul Coppins

● **Vocabulary**	4
● **Atmosphere**	6
● **Personal rating**	6

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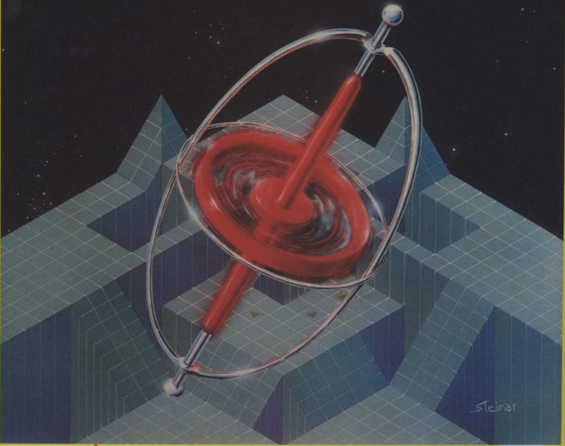

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C+VG COMPETITION

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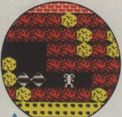
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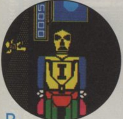
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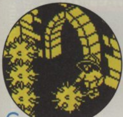
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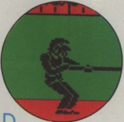
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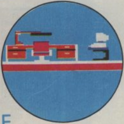
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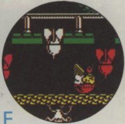
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What goes clippetty-clop KERRRR-RUNCH!? Big Red trying to impersonate Harvey Smith!

Now YOU can attempt to emulate the world's most famous show-jumping personality — but without risk to life and limb or the need to keep a horse in your front room.

Software Projects have just released a very original showjumping gamed based on Harvey's exploits in the showjumping ring.

You'll find a review of this interesting new addition to the range of sports game software elsewhere in the magazine. But here we're offering you the chance to win a very special Harvey Smith prize.

Anyone who watches stuff like the Horse of the Year Show on TV will know that Harvey is sponsored by **Sanyo,** the hi-fi people. And guess what, our old friends at Software Projects have decided to present the first prize-winner of *C+VG's* competition with a £250 Sanyo Midi Stereo System.

Second prize winner will get a Sanyo personal stereo system AND a full range of Software Project's games for their machine. The 20 runners-up will get a free Software Projects game.

Remember, Software Projects make games for the Spectrum, BBC, C64, Amstrad, Dragon, Oric, MSX and the Vic-20.

The winner of the first prize will be presented with the stereo system by Harvey Smith IN PERSON at a top showjumping event later in the year.

What do we want you to do? Just look at the bits of screen shots — taken from games reviewed in past issues of *C+VG* — and tell us what the games are. What could be simpler? Well, the tie-breaker questions are pretty simple — and we want you to answer those as well before you rush your entry coupon off to *Computer and Video Games,* Harvey Smith's Showjumping Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Normal *C+VG* competition rules apply and the closing date is January 16th.

We know *C+VG* readers won't want to look a gift horse in the mouth and we're expecting an unbridled response to this competition — so get your entry into the ring NOW!

C+VG/SOFTWARE PROJECTS HARVEY SMITH'S SHOWJUMPING COMPETITION

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Computer owned (tick box)
Spectrum ☐ Commodore ☐
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Dragon ☐ Oric ☐ MSX ☐

Game 1 is________________

Game 2 is________________

Game 3 is________________

Game 4 is________________

Game 5 is________________

Game 6 is________________

TIE-BREAKERS:
1. Name that tune! Both the Commodore and MSX versions of Harvey Smith's Showjumping have the same tune. Name it.
2. What is the maximum number of faults you are allowed to accumulate before you are eliminated?

Answer 1________________

Answer 2________________

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48K SINCLAIR SPECTRUM
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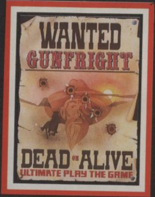
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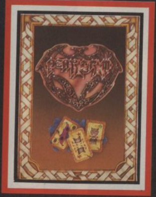

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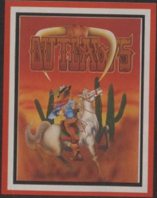
DRAGON SKULLE

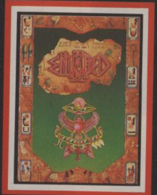
COMMODORE 64



COMMODORE 64

BLACKWYCHE

COMMODORE 64



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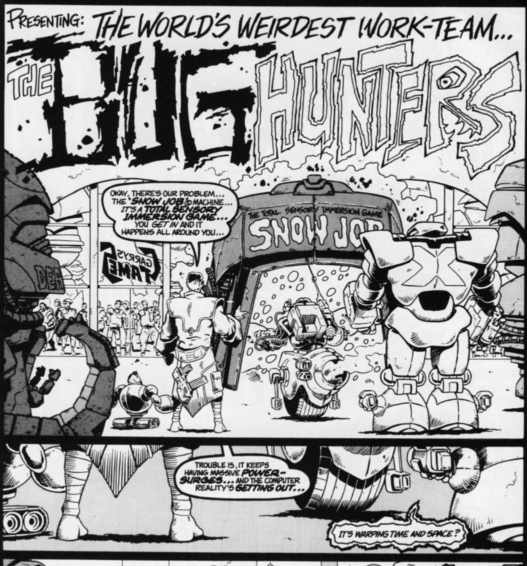
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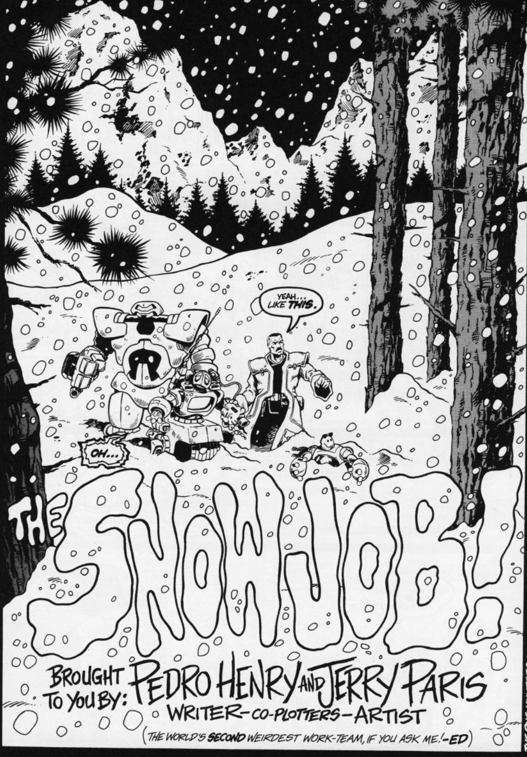
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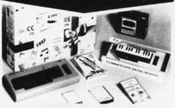

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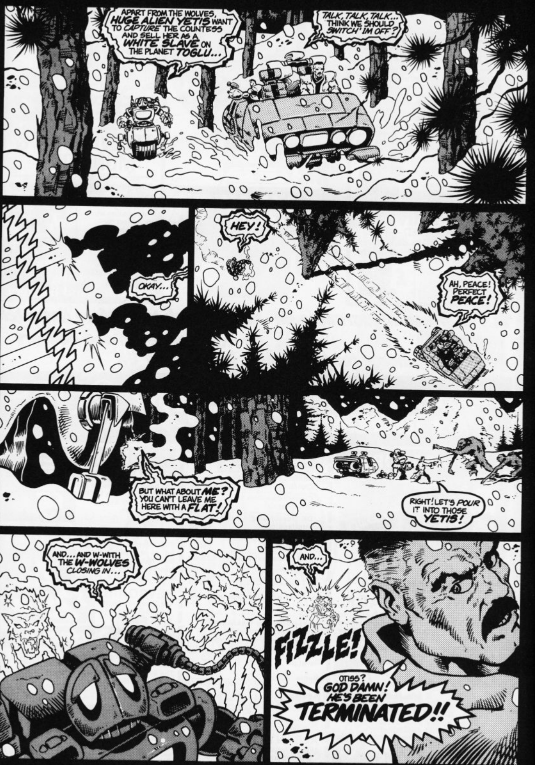
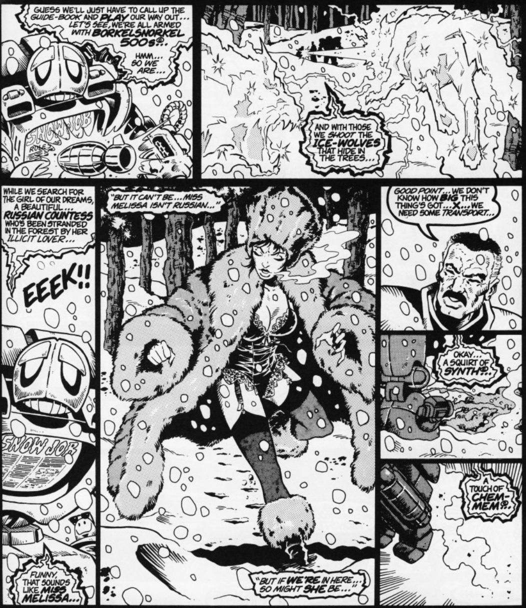
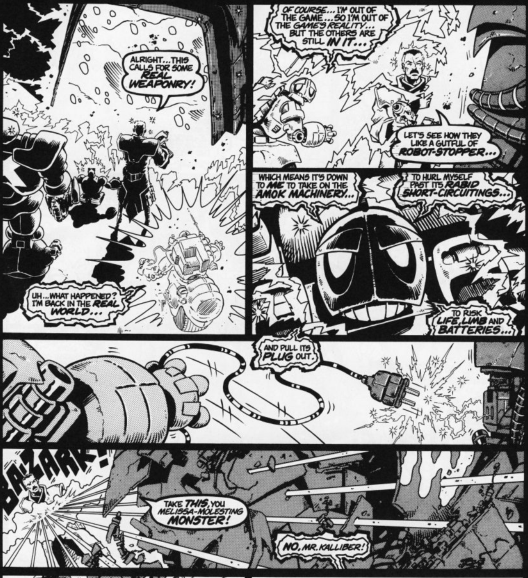

APART FROM THE WOLVES, HUGE ALIEN YETIS WANT TO CAPTURE THE COUNTESS AND SELL HER AS A WHITE SLAVE ON THE PLANET TOGLU...
TALK, TALK, TALK... THINK WE SHOULD SWITCH 'IM OFF?
OKAY...
HEY!
AH, PEACE! PERFECT PEACE!
BUT WHAT ABOUT ME? YOU CAN'T LEAVE ME HERE WITH A FLAT!
RIGHT! LET'S POUR IT INTO THOSE YETIS!
AND... AND W-WITH THE W-WOLVES CLOSING IN...
AND...
FIZZLE!
OTISS? GOD DAMN! HE'S BEEN TERMINATED!!


GUESS WE'LL JUST HAVE TO CALL UP THE GUIDE-BOOK AND PLAY OUR WAY OUT... LET'S SEE, WE'RE ALL ARMED WITH BORKELSNORKEL 500s®.
HMM... SO WE ARE...
SNOW JOB RULES
AND WITH THOSE WE SHOOT THE ICE-WOLVES THAT HIDE IN THE TREES...
WHILE WE SEARCH FOR THE GIRL OF OUR DREAMS, A BEAUTIFUL... RUSSIAN COUNTESS WHO'S BEEN STRANDED IN THE FOREST BY HER ILLICIT LOVER...
EEEK!!
"BUT IT CAN'T BE... MISS MELISSA ISN'T RUSSIAN..."
GOOD POINT... WE DON'T KNOW HOW BIG THIS THING'S GOT... X... WE NEED SOME TRANSPORT...
OKAY... A SQUIRT OF SYNTH®...
A TOUCH OF CHEM-MEM®...
SNOW JOB
FUNNY, THAT SOUNDS LIKE MISS MELISSA...
"BUT IF WE'RE IN HERE... SO MIGHT SHE BE..."
A SLED... TWELVE DOLLARS AND FIFTY CENTS, PLEASE.
LATER. LET'S GO...
OTISS... WHAT'S HAPPENING?


ALRIGHT...THIS CALLS FOR SOME REAL WEAPONRY!
UH...WHAT HAPPENED? I'M BACK IN THE REAL WORLD...
OF COURSE... I'M OUT OF THE GAME... SO I'M OUT OF THE GAME'S REALITY... BUT THE OTHERS ARE STILL IN IT...
LET'S SEE HOW THEY LIKE A GUTFUL OF ROBOT-STOPPER...
WHICH MEANS IT'S DOWN TO ME TO TAKE ON THE AMOK MACHINERY...
TO HURL MYSELF PAST ITS RABID SHORT-CIRCUITINGS...
TO RISK LIFE, LIMB AND BATTERIES...
AND PULL ITS PLUG OUT.
BAZARK!
TAKE THIS, YOU MELISSA-MOLESTING MONSTER!
NO, MR. KALLIBER!
AND... HUH?
YOU DIDN'T HAVE TO DO THAT...
HMM...WELL, TELL YOU WHAT...
WE'LL PUT IT DOWN AS SELF-DEFENCE...

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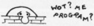
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● **ATARI 800XL,** 1050 disk drive, two Quickshot II Joysticks, approximately 60 games including Ms Pacman, Donkey Kong Jnr, Stealth, Blue Max, 2001, Gyruss, Dropzone and other top U.S. titles. Worth over £900 for quick sale £395. Phone 061 682 2674.

● **SWAP CURRAH** Micro-speech plus 3 voice games for Alphacom 32 printer. Call Wayne Toal on (061) 431 6039.

● **ATARI COMPUTER** 48K plus disk drive and many games also one joystick. All under one year old only £300 write to 22 Southlands, Aston, Oxon or telephone Bampton Castle 850982.

● **RECENT SPECTRUM** Software. Frank Bruno, Shadowfire, Minder, Spy Vs Spy, 911Ts, Raid over Moscow, Lords Midnight. £2.50 - £4.50 each. Kempston Interface, £4. Spectrum books (M/C etc), ask for details phone 0622 859744.

● **ATARI 1050** add-on. Write both sides of disk without cutting notches. Protect without labels. Simply plugs in. £9.95. Enclose disk for free game + DOS 2.5. P. Cunningham, 11 Berwyn Avenue, Penyffordd, Chester CH4 0HS.

● **48K SPECTRUM,** good condition + Saga 1 keyboard (new), cassette recorder, light pen, £50 of software, magazines, manuals. Will sell for £120. Phone 716405 after 6.30pm ask for Ivan.

● **48K SPECTRUM,** Loprofile keyboard, Kempston Interface and Joystick, £80 of software, Data Recordedr, nearly worth £400. Only £180 ono or swap for Commodore 64 and extras. Also Microdrive, Interface 1, Leads, Cartridges £45 ono. Telephone 253 7390.

● **SPECTRUM 48K,** cassette recorder, speech unit, over 60 games, 8 books worth about £250. Swap for Commodore 64 or any reasonable offer. Telephone (0742) Sheffield 862460.

● **ATARI ADVENTURES:** two great, new adventures: Warlock's Mountain and Legend of the Trollis Travel Through World's Unknown, Fight Monsters and find the treasures: both games on one cassette only £3.50 including P+P. Phone 552 3714 after 4pm for details.

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● **DISC VERSION** of Liverpool now available for 48K Atari's 4 Divisions, Promotion, Relegation, Income, Expenditure, Transfers, F.A. Milk, European and Cup Winners etc. £14.95 from P.M. Corbishley, 212 Walmersley Old Road, Bury, BL9 6SA.

● **COMMODORE 64.** Home computer for sale, together with Commodore. Communications modem. Both items in immaculate condition — hardly used. £165 for both will sell separately. Telephone 0686 25238.

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●**SOFTWARE FOR** Commodore 64. I have the latest games to swap (or sell) why not ring me or write to me. To 75 Mole Street, Sparkbrook, Birmingham B11 1XA. Telephone (021) 772 1758.

●**TI99/4A, JOYSTICK,** cassette, leads, Invaders, Carwars, Parsec, Connect 4, Basic Tutor, Speech Synthesizer, Speech Editor. Total value £240 sell for £170 ono. Phone (0235) 32117.

●**FOR SALE** Spectrum 48K Protek Joystick Interface, Currah Microspeech over £200 of software worth over £380 sell for £300 ono. Tel (0900) 825213 ask for Richard.

●**48K SPECTRUM** plus Amstrad Cassette Recorder, Joystick Interface, Cheetah Speech Unit, and well over £200 worth of games. All for just £110. Telephone (0628) 33747.

●**COMMODORE VIC 20** + Recorder + 16K Expansion + Joystick. Introduction to Basic parts 1 and 2. Around 16 games, and over £15 worth of magazines. Ideal starter computer. Will sell for £100. Telephone Burgess Hill 46841 after 5pm.

●**COMMODORE SOFTWARE** including World Series Baseball, Ghostbusters, also Zork I and Starcross Infocom Disk Adventurers for sale. Write to Phil, 229 Sunnybank Road, Unsworth, Bury, Lancs. BL9 8JU.

●**1541 DISK** drive + over £200 original disk software bargain at £200. Also over £300 original cassette software. £100 ono. £150 books. Telephone Corby (0536) 63700 for details ask for James.

●**COMMODORE 64** + C2N cassette unit + £100 software + 2 quickshot II joysticks £150 ono. Telephone (0536) 63700.

●**COMMODORE 16,** cassette player, joystick, literature, over £100 software, Introduction to Basic. Two months old. Boxed, still under guarantee, £100 ono. Phone Sheffield 661251.

●**SHARP MZ-700** computer. 64K of memory with built in trouble free data recorder. Loads of software including MZ-80A basic. 3 years maintenance insurance as new £150 ono. Phone Paul on Blackpool 0253 58790.

●**SPECTRUM INTERFACE 3.** Tape to tape or microdrive. Only £20 wanted original software buy or swap many titles Knightlore, Alien 8, Frankie, Gyron. Write to A. Bellamy, 1818 Model Village, Cresell, Worksop, Notts S80 4BT.

●**BBC B** in good condition and £150 of software including Elite, Knightlore and Castle Quest all for £275 ono. Pleae phone Godalming or Cranleigh 273199 ask for David Lawy.

●**VIC 20** with cassette recorder, joystick, 16K switchable ram pack, dust cover, Introduction Basic I, £100+ games. 3 cartridges, Money Manager, Machine Code Course, Magazines. Some boxed. £90 ono. Andrew Philpott. Hertford 57671.

●**AMSTRAD OWNER** would like to swap software, please send an sae for details to A.J.R. The Pharmacy, Dovermay, Porlock, Somerset TA24 8PT.

●**HALF PRICE** Spectrum games for sale. All originals. Over 100 games to choose from. For lists send sae to A. Johnson, 117 Walgrove Road, Brampton, Chesterfield, Derbyshire S40 2DP.

●**ATARI VCS** Dragonfire, Atlantis, Venture, Night Drive, Tutankhaman, Asteroids, Cosmic Arc, Super Breakout, Soccer, Riddle of the Sphinx, Video Checkers. All £5 each will consider swaps. Telephone Brian Oakmoor 702201.

●**VIC 20** Colour Computer Starter Pack plus 32K Switchable Ram Pack, Light Pen, 300 games plus books. All in good working order. Worth £400, sell for £75 ono. Tel Southampton 554780.

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●**SPECTRUM 48K** and Interface, Cassette Recorder, Portable Television, £200 worth of software, rnags, books, all for £170 or swap for Commodore 64. Tel York 703726.

●**48K SPECTRUM,** DK Tronics Keyboard, Kempston Pro Interface, Joystick, Data Recorder + games. £115. Telephone Swansea (0792) 201268. After 4pm.

●**YAMAHA CX5M** music computer, YK-10 keyboard, music composer cartridge, FM voicing cartridge, data recorder with ten blank tapes, 350 voices on tape. Five months old, perfect condition cost over £680 sell for £500. Tel Horley 771876. Buyer must collect.

●**CBM 64** and Apple. 2E Programmers Club. Beginners, Basic and Machine Code Programmers welcome. Please contact Stephen Bowman at 28 Leazes Crescent, Hexham, Northumberland NE48 3JW2 for more information.

●**CURRAH SPEECH** and Sound Amplifier £15, ZX Printer + 2 rolls of apper £25 ZX Spectrum 48K issue 3 £70. Very good condition, manual + all cables, games, matchday = Dun Darach £5. Ring 0536 77150.

●**48K SPECTRUM,** DK Tronics Keyboard plus approximately 50 original programs, joystick etc. Cost over £400. Will accept £195 or swap for Commodore 64. Tel 0604 781794 (Northampton) after 6pm.

●**ATARI 400** 32K, basic cartridge, manual and ''Basic'' programming book, much software including Boulderdash, Zaxxon and 2 roms. All for £95 ono. Phone (089 282) 3870 and ask for Stephen.

●**TI USERS!** I have several good quality software titles at very low prices. Also music files for ''Music Maker'' note: Exbas only. For details sae to G. Thomson, 12 Glenruin Road, Blantyre, Glasgow G72 9RB.

●**48K SPECTRUM** with 3 games including Planetoids. 3 books all leads, Cables supplied plus suitable cassette deck. As new £75 ono. Phone 385 2871 after 4pm weekdays.

●**SPECTRUM ZX** almost new with 15 games and books, interface and two with joystick. £150 Sittingbourne 0795 24835 and printer.

●**ATARI TRAK-BALL** (brand new) plus Missile Command and Bruce Lee. £20 for the lot. Send order to C.K. Man, 299 Southend Lane, Catford, London.

●**FOR SALE** C&VG issues 1 — current some sound £30. Your Computer June 1983 — current £20. Personal Computer News issues 1-60 £25 or £50 + P.P. the lot. Tel Bursledon 4303.

●**SPECTRUM 48K,** including an excellent joystick and interface, tape recorder, books, manuals and plenty of software. Boxed as new, top condition all for £135 ono. Tel 0481 55400.

●**48K ZX SPECTRUM,** boxed + £95 of software plus Kempston joystick for CBM 64 plus datarecorder. Tel Royston 48335. £95 the lot. 4 Kipling Road, Royston, Herts SG8 7DT.

●**SINCLAIR QL** *£140* must sell, boxed as new with leads, Psion software and microdrive cartridges including RS-323 lead for other peripherals. Ring Runcorn 718556 after 5.00pm.

●**MEMOTECH ORIGINAL** software for sale. Prices between £3.50 to £5.00. Send for list to P. Arkley, 81 Blackburn Road, (Layton-le-Moors, Accrington, Lancashire BB5 5JT. Please enclose sae. HURRY!!!

●**48K SPECTRUM** with over £100 worth of games and magazines. Spyhunter, Psytron etc. Boxed with new transformer and manuals. Sell for £150 bought in 1985. Phone Bill on Cumbernauld 38572.

●**FOR SALE.** Protek switchable joystick interface worth £19 will sell for £14. Also Atari 2600 VCS unwanted gift. Plus Soccer cartridge. Worth £59 will sell for £30. Both excellent condition hardly used. Ring John after 6pm. (0632) 4892055.

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●**CBM 64** Whitby Softchip Basic Extension Cartridge includes Monitor Assembler and Disassembler. Stack Light Pen with Paintbox and Games. Also CBM 64 games. Worth over £150 will accept £100. Contact Mark Hopkins, 50 Slimbridge Close, Redditch B97 5XL.

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SPECTRUM 48K + Saga Keyboard + Data Recorder + Currah Microspeech and Slot and Interface III + Joystick Interface + many books and magazines and over 300 software titles cost over £1000 will accept first sensible offer. Tel 03745 55705 (South Benfleet, Essex.)

ATARI SOFTWARE wanted especially Crystal Castles, Telegard, Gateway to Apshai, cassette or catridge only. Write to Donimique at 3 Goodwin Way, Rockingham, Rotherham, South Yorkshire 561 4DG.

16K Vic 20 plus 29 original games, incuding cartridges. Plus data recorder and programming course. Plus educational games for kiddies. Worth £300 yours for only £90. All in excellent condition. Phone 319 2947.

ATARI 800 ROMS for sale. Atariwriter £15 Silicon Warrior, Donkey Kong Junior, Star Raiders, Asteroids, Pac-man, Chess, Quix, Tennis, Monster Max, Dig Dug, Defender, Pool 400 £6 each or all for £70. Phone 061 766 2159 after 6.30pm.

TI99/4A SPEECH SYNTHESIZER and module. Joystick and 5 module (Parsec, Munchman, Attack, TI-Invaders, Adventure module and cassette) manual, and books for games and programming cassette, leads. £70 ono please phone 0204 594551.

ORIC-1 48K in very good condition £50+ of software including Zorgon's Revenge, Zennon 1, Chess, Centipede, Flight Simulator plus two manuals + written programs. Write to Mr Richard Coe, 23 Pytchley Court, Corby, Northants or telephone 0536 202101 ext 333. £70 ono.

LOOK!!! over 50 pages of tips, maps, pokes, including solutions to Starion, Tir Na Nog, Shadowfire etc. Cheap software club all for £1.50 including P&P (UK only) write to C Jenner, 9 Rodney Way, Boxgrove Park, Guildford, Surrey GU1 2NY (add £1 P&P outside Britain).

48K SPECTRUM with DK Tronics keyboard, Currah microspeech, AGF programmable interface, Quickshot II, over £200 software, magazines worth £100. All items boxed, in very good condition, ideal games machine (including manuals designed by Sir Clive Sinclair). Worth over £500, sell for £300 telephone Cambridge (0223) 249033.

BBC B + DFS 32K Sideways Ram, Joystick, Tapedeck, Opus 5401 SS SD DRive 12 discs including Magic Mushrooms, Alien 8, Knight Lore, Mr Ee, Pascal, Sleuth. Excahange Commodore 64 plus cash or £400. Telephone Oxford (0865) 770908 ask for Russ.

48K SPECTRUM with data recorder plus £102 worth of software. Everything boxed as news. Sell for £115 ono. Phone 01-311 after 4pm.

COMMODORE 64 software for sale. Blue Max, FT, Apocalypse, Shamus I & II (cass) Musicalc, Zaxxon, Summer Games, Strip Poker, Suspended, Zork I, Impossible Mission (disk), International Soccer (cart). All prices negotiable. Telephone (04215) 61157.

SINCLAIR QL CTS Interface and printer. Excellent condition. Six months old. Unused present. Selling for £230 telephone 0492 45514.

COMMODORE 64 C2N cassette, joystick and holiday vouchers and Elite, Dropzone, Skyfox, Zaxxon, Music Studio, Talladega, 4th Protocol, Spy Hunter and others, all in excellent condition, boxed and under guarantee, £190. Phone 01-452 8310.

SPECTRUM 48K for sale with over 30 originals including Mugsy, DeathStar, Interceptor also Protek Switchable Interface (Kempston Sinclair Protek) paid £260 wants £120 ono. Ring 607 3927 after 5 O'clock, ask for Lee Townsend.

FOR SALE BBC B Micro computer, includes cassette recorder, £175 of software, joystick, magazines and all leads, will accepts £275 (quick sale). Telephone Ingatestone (0277) 35697 after 4.30.

TI99/4A plus extended basic £100+ worth of original tapes. 5 cartridges, tape recorder, joystick interface, in very good condition – cost over £500 will accept £350 ono. Telephone (062 082Z) 4086 – ask for Andrew.

ADVENTURERS! step by step instructions to solve these adventures. Golden Baton, Circus, Supergran, Robin of Sherwood + map. Send P.O/cheque for £1 payable to Ian McAllister. Send sae to 36 Kimnundy Green, Westhill, Skene, Aberdeenshire AB3 6SF.

64 FOR SALE. Commodore 64 + music maker + £80 worth of well known games. Sell for around £150. Tel William on Liskeard (0579) 45689. 5pm-9pm.

SPECTRUM + INTERFACE 1 D K Tronics Joystick Interface, Microdrive and six cartridges. All boxed also 22 original tapes:- Hacker, F.B Boxing, Starion etc. will sell for £200 or swap for Commodore 64, Data Recorder etc. Jason Duncan, 3 Muirfield Way, Deans, Livergston, West Lothian, Scotland EH54 8DL.

SPECTRUM original software. 40 games for £19 including Tir Na Nog, Nightlore, Jewels of Babylon, Doomsdark Revenge, Underwurlde, Sabrewulf, Rune's of Zendos, Eye of Bain etc. Bargain pack £19. Phone 0703 420016.

WANTED CBM 64 disk drive with games to swap for a Honda X75 childs scrambler in very good condition (age 12-16). Telephone Nottingham 0602 482474.

SPECTRUM 48K Turbo Interface, Kempston Compatible Interface, + £180 worth of software, swap the above for a Commodore 64 and accessories. Telphone Haverford West (0437) 5959 and ask for Victor.

AMSTRAD SOFTWARE for sale. 3D Grand Prix, View to Kill, Arabian Knights, Ghostbuster, Dark Star, Codename Mat, Roland Time, £35 the lot. Will sell separately too. Telephone (Birmingham) 421 6668.

BBC B with cassette, recorder, joystick, books, magazines and around 70 games including Elite, Frak, Castle Quest, Alein 8 worth £600+ sell for £350 ono. Phone 04024 49709 after 4pm weekdays.

PRINTER CANON 1080A. NLQ fast mode. Dot Matrix top quality only 3 months old. Cost £399 accept £225 – manual included. Single sheet, tractor and roll paper feed. Phone 07283 129.

COMMODORE 64, dust cover, graphics pack, 20 original games including Summer Games II etc. 3 books. Oldest item 7 months old. Everything in excellent condition. All for £150 ono write to Mr Gary Watson, 56 Greenlee Drive, Patalpin, Dundee, DD2 2RJ.

• COLECOVISION CONSOLE: plus 12 games including Hero, Decathlon. In excellent condition, brand new. Worth over £300 with turbo steering wheel. Selling for £100. Phone Brighton 682706. Ask for Stephen. ono.

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CBM 64, C2N, Wico 3-way joystick, £400 of games including Dropzone, Spy Hunter, Bounty Bob + others. Also adventures, Level 9 etc. Also £75 of mags, worth £675, the lot for £250, sell for £250. Phone Southampton (0703) 766486 evenings.

48K SPECTRUM with tape recorder, Kempston Interface, Quickshot 2 joystick and approximately £150 of games mostly top 30. Worth £300. Will sell for £185. Telephone Walsall (02) 30786 ask for Nigel.

FOR SALE due to upgrade. Minor Miracles WS2000 modem. Baud rates:- 300/300, 1200/75, 75, 1200, 600/600 plus American standards. £110. Commodore 64 RS232 interface for use with Modem, Printer etc, £19. Brother EP22 Electronic Typewriter/Printer. LCD Display, built in memory allows text to be stored even when switched off: £80. Commodore 64 software – Elite £8, Quo Vardis £5, and many more! Ronnie Tosh, 4 Peddie Street, Flat 4B, Dundee, Scotland DD1 5LS (0282) 60546.

BBC B O.S. 1.2., cassette recorder, joystick, £200 software, computer cover and cassette carrying case. Worth £700+ will sell for £295 ono. Phone Ringwood 3042.

VIC 20 games for sale. Titles including Arcadia, Bullet, Gridrunner, Myriad, Race Fun, Computer War, Tower of Evil, Martian Raider, Magnificent 7, Demon Driver, Jupiter Lander (cartridge) Kosmic Kamikaze, The Wizard and Princess, 3D Maze, all £2. PHone (0425) 616960.

COMMODORE 64 software to swap. I'd like Rupert and Toymakers, Le Mans, Wizards Lair, William Wobbler, Whirlynurd, etc, will trade for other great new games. Work Fast: Disk only. Toffo Drogius, Dosentintie 10, 02700 Kauniainen, Finland.

ZX SPECTRUM 48K Joystick Interface, Cassette Recorder, Magazines and over £160 of software all original including Frank Bruno, Everyone's a Wally, Decathlon and other classic games worth £370, sell for £160 ono. Ian Griffiths, 37 WykenCroft, Wyken, Coventry, CV2 3AB, West Midlands.

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WANTED BBC B in exchange for Spectrum 48K, Kempston Joystick, Kempston Interface, Sound Amplifier, A Dixons TR30 cassette recorder and 600 games plus poster, mags, etc. Telephone (0268) 727369 aks for Mark.

AMSTRAD CPC-464 + colour monitor + joystick + a few pieces of software + magazines + manual + introduction tape, as new, very suitable for beginners and experts alike. Worth £410 bargain £280 ono. Tel Marshland Smeeth 276

WANTED COMMODORE 64 and recorder in exchange for Cybernet Beta 100 C.B. plus power pack 40 channels ariel needed, worth £120 also give £30 cash write to J. Noble, 134 St Peters Road, Whitby, North Yorkshire YO22 4HX.

SOFTWARE TO SWAP OR SELL. Titles are Pole Position, Bruce Lee, Space Pilot, 3D Time Trek, Manic Miner, DT Decathlon and F15 Strike Eagle as well. Phone (04946) 2483.

48K SPECTRUM original keyboard + Kempston joystick + cassette + interface + 80 games + magazines worth £400 + bargain at £180 or swap for Commodore 64 tape deck and software. Telephone 805 5361.

SPECTRUM GAMES: (Herberts Dummy Run, Combat Zone) £5. (Trashman, Psytraxx) £5. (World Cup, Brian Jacks Superstars) £5. Mark Griffin, 1 McDonagh Avenue, Mervue, Galway, Ireland.

COMMODORE 64 C2N cassette unit, joystick, dustcover, over £100 software plus magazines manual etc, all boxed and guaranteed just £200. Phone Sam on 01-958 5013.

FOR SALE Atari 800, 2 410 recorders, graphic tablet, 810 disk drive with archiver, joysticks over 600 games on disk and cassette, worth over £2000, will swap for Commodore with drive and cassette unit with software. Offers considered. Telephone 01-660 6799 between 6pm and 10 pm or all day at weekends.

CBM 64, VIC 20 original software for sale. Dead cheap. For lists please write to John Keogh, 30 Highwood Avenue, Finchley, London N12 8QP.

SPECTRUM GAMES. Having sold my computer I have still quite a few games left and I'm selling them from 5p+. If you are interested please send an sae to Clarke Raffan, 42 Beaconsfield Terrace, Turfiff, Aberdeenshire AB5 44735.

ACORN ELECTRON + Joysticks + Interface, Cassette Recorder, 12'' Monitor, Books + Games. Good condition, £200 phone 623 7500 Ext 6318 9am-6pm ask for Barbara.

SPECTRUM software to sell or swap — Knightlore, Ghostbusters, Horace Goes Skiing, Atic Atac, Lunar Jetman, Hunchback, Timegate, Chequered Flag, £2 each or £10 the lot. Write to Christopher Wood, 10 Chemin Des Baraques, 1290 Versoix, Geneva, Switzerland.

THE GAMESPLAYERS Handbook. Hundreds of pokes for hundreds of games including the latest releases. Only £2.50 including P&P. Send cheque/P.O. to Sterling Services, 37 Grove Gardens, Birmingham B20 2EZ.

SOFTWARE!! FOR sale. (Spectrum) I have many original titles including Legend £5.00, Chuckie Egg £3.00, Grand National £3.00, Gremlins £6.00, Cylon Attack £3.00, Call David on Nottingham (0602) 653563 NOW!!! P.S. a free Electronic game with orders over £40.

COMMODORE 64/128 ideas and software to swap. Many new titles for CBM 64. Disk only. Send your list to Martin berg, Bekkefaret 2A, 2600 Lillehammer, Norway.

BBC B computer for sale. Also lots of games including Elite, Mr EE, 737, Fortress, together with several roms including view graphics rom, screen dump, and lots more. Will split. 0341 281029 evenings.

COMMODORE 64. Commodore Tape Recorder in perfect condition, 5 games: Pooyan, Twin Kingdom Valley, Harrier, Skramble (Anirog) and Aztec Challenge. All boxed. Worth £95. The lost for £55. Write to H. Tanaka, Wycliffe College School House, Stonehouse. Glos GL10 2JQ.

SPECTRUM + with tape recorder, dual port interface, joystick, T.V. Sound, Currah Slot, complete with over £500 — of software, books, and magazines, worth over £600. Will sell for £180 ono. Ring (0385) 61745.

COMMODORE 64 games for sale. Ghostbusters, Decathlon, Colossus Chess, Panic Chucky Egg and Scramble and more. Telephone Harrogate (0423) 866544 ask for Andrew. All games £1 to £4.

●**VIC 20** + Recorder + 24K switchable Ram Pak + Joystick, Introduction to Basic part 1 and 9 games + lots of books. Only £110. Telephone (02804) 7879.

CBM 64 games to swap or sell USA titles and English. eg Exploding Fist and Solo Flight, View to a Kill, Cauldron. £2.00 - £4.00 each. Telephone 061 928 1933 ask for Jamie.

WANTED SIDEWAYS roms for BBC. Especially want Wordwise, Beebpen, Inter Sheet, Interchart, Ultra Calc, View Sheet, View Shape, Pascal, Exmon II, Disc Master, Master File II, Dis-Aid, Advanced Disc Toolkit, Sleuth accelerator, Brom, Slave, Accelerator, Brom, Clave, also any others. 0341 281029 evenings.

£200.00!! FOR for Amstrad 464 colour, loads of games, 12 books, 6 months old. Excellent condition, Basic 1 Joystick whole lot worth nearly £700.00 urgent sale required please phone 796 6425 after 4.30pm must be a bargain at £200.00 yes £200.00!!!

BARGAIN OFFER, Spectrum 48K, Printer, 5 rolls paper, Fuller Box + Joystick, Sharp Cassette Recorder, £250 worth of software including Forth Protocol, Spy Hunter, Dragontorc + Avalon. Many recent magazines, several Spectrum books. Total value well over £500 selling for only £250 ono. Tel 040481 3439 (John) after 6pm.

FOR SALE, Memotech MTX 512, plus £90 worth of games, four books, sell for £225 ono. Write to Iain MacPherson, 4 Lady Street, Hilton Fearn, Tain, Ross-shire, Scotland. IV20 1XE.

SELL OR swap Dragon 32. £120 of software, magazines and joystick. Will sell for £100 or swap for Atari disk in working order. Also swap or sell Atari software. Tel: 0476 64439.

NEW UNUSED Commodore SX-64 portable (disk drive + monitor) — unwanted competition prize — runs all Commodore 64 software. Sell for £400. Phone 0707 328065 ask for Mr Wong after 5pm. For more details.

ATARI 800XL: 410 recorder, £235 worth of software all originals including Decathlon, Dropzone, Mr Do and Atari Smash Hits No 2. Total value over £300 everything for £160 or near offer. Phone 01 443 0904 after 5pm. Spectrum games Nightshade, Nodes of Yesod, Knight Lore, Everyone's A Wally. All for £20 or £6 each originals write to Paul Wheeler, 32 Bunyard Drive, Sheerwater, Woking, Surrey GU21 5NU send sae.

SPECTRUM HINTS/Pokes No 1 including old and new (Nightshade, JSWII, Dynamite Dan, Hypersports), with competitions, 50: pokes alone and advertising column. Send £1.75 plus sae to J. Murray, 43 Taunton Avenue, Abington Vale, Northampton NM3 3LY (0604) 38195.

ZX SPECTRUM 48K with real professional ''Saga'' keyboard, computer compatible television, data recorder, £800 worth of top selling software, books and magazines. All guaranteed for 6 months. Total value over £1000 offers pleae on (0742S) 331729 ask for Rick.

VIC 20 + 16K, C2N Recorder, £300 worth of games including Jetpac, Stop Thief, Rockman etc. Worth £350, will sell for £140. Phone 706181 (0440) after 7pm. Wanted: CBM 64.

TI994A FOR sale with Speech Synthesiser and cassette leads, Ti-Logo plus more cartridges and cassettes. All in top condition. Selling for £120 ono. Phone 302 5744 from 5pm.

WANTED ANY Atari 16K text adventures also would like Decathlon cartridge contact Craig on 587339 or write to Craig Hollinshead, 17 Palm Grove, Stockton, Cleveland Fairfield TS1 97AY please phone after 6pm.

SWAP COMMODORE 64, C2N, Joystick, Programmers Reference Guide, Introduction to Basic 1 + Software for Amstrad CPC646 colour or green screen. Contact G. Conlon, 1 Whitechurch Green, Ballyboden, Dublin 16, Eire.

SPECTRUM 48K software to sell or swap. All originals including Knight Lore, Daley's Soft Aid, Underwurlde, Wizard's Lair, I want F. Bruno's Boxing, Nightshade, Exploding Fist or Dragontorc. Contact Luke on 0901 30042 after 6pm.

ATARI 600XL + 1010 Data Recorder and Dust cover, £50 worth of software, books and joystick, cost £278, will sell for £110 ono phone Kettering (0536) 517217.

1984 SPECTRUM plus manuals, magazines, boxes and guarantees. Interface 2, 2 joysticks and 25 originals of the latest games, worth £300 sell for £100. Phone Chris on Bristol (0272) 832032.

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COMMODORE 64 + cassette deck £200, also 48K Spectrum Recorder, Interfaces 1+2, Microdrive, Printer £220 inclusive or sell separately games worth approximately £430 including top games of last 3-4 years. Phone Wigan (0942) 37221.

EXPLODING FIST and Spy vs Spy for Spectrum, £7 each or will swap both for Firebird's Elite (for Spectrum) phone 0484 29182 after 6pm.

FOR SALE 48K SPECTRUM, Rainbow Electronics programmable joystick interface for fast furious game play £15. White Lightning for professional games design £7.50. Write to Ian, 34 Orchard Court, Dundee DD4 9DB.

COMMODORE 64, C2N, Joystick, loads of magazines and games including Karateka, Wizardry, Elite etc, only £220 ono. Telephone Bedford 210 524 evenings. Ask for Jonathan.

CBM 64 software to swap. Titles include Frank Bruno's Boxing, Summer Games II and Skyfox, all letters answered. Write to Paul, 97 Chain Lane, St. Helens Merseyside or telephone me on (0744) 59289.

SPECTRUM SOFTWARE (originals) and a Currah Microspeech for sale. Games include Everyone's a Wally, Chemistry etc. Sell all for £40 or sell seperately. Phone Ian King on 021 557 5134.

DRAGON SOFTWARE for sale: Includes Donkey Kong, Back Track and many more. Phone Andrew on (0455) 29077 after 4pm.

48K SPECTRUM boxed and under guarantee, with interface, cassette recorder, two joysticks, magazines and over 200 good games (Exploding Fist, Hypersports). All for only £100 or swap for CBM 64. Phone Mark on Ayr 264420 after 4pm.

COMMODORE 64 wanted with recorder and software. Will swap for Atari 800, 48K, recorder and software or buy if less than £100. Phone (0269) 3266 anytime.

A COMMODORE 64 and Data Cassette Recorder. Good condition -130 or near offer. Ring Craford 526630 ask for Ean anytime after 4.O'clock

COMMODORE 64 software to swap. Send your list for mine to: Warren Craigie, 29 Bellfield Street, Portobellow, Edinburgh, EH15 2BR or phone 031-657 1423, disk only.

ATARI DISK VERSION Temple of Apshai wanted, buy or exchange from my large collection Atari software. State requirements, send lists. Infocom adventures especially wanted. Mr Keyworth, 52 Rupert Street, Lower Pilsley, Chesterfield, Debyshire S45 8DD or phone 851395.

COMMODORE 64 user wants to sell very updated games. Prefer disk. Write to Olof Stiekema, Paulaland 4, 2591 JD, The Hague, The Netherlands or ring (0) 70 857375 Holland.

GAMES FOR SALE! Over 50 originals including Summer Games II, Exploding Fist, Karateka, Hypersports and lots more. Ring 01-452 3203 after 6pm ask for Laszlo.

SPECTRUM 48K £400 of software. Quickshot II, Programmable Interface, Games Player Interface, Currah Slot, T.V. Sound Interface, Light-pen. Worth 5600 but will sell for £250. Phone 01-467 3325 after 6pm ask for Greg.

COMMODORE 64 for sale. Excellent condition over 350 games cost over £400 accept £250 ono. Latest English and American titles. Two joysticks, two tape decks. Phone (0909) 544159. Bargain.

CBM 64 computer for sale, offers please, includes cassette recorder and games. Also for sale Atari 400 48K + cassette and games. Write to Steve, 12 Windsor Close, Tamworth, Staffs, B79 8UH, soon!!

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C64 PENPALS wanted to swap ideas and games please contact Carl, 13 Lipson Value, Plymouth, Devon PL4 7HF (0752) 665200.

ATARI 600XL — computer 16K — plus four cartridges — Pole Position, Donkey Kong, Defender and Basketball — and Suncom joystick — all in excellent condition and worth £110 — only £55!!! Phone Bickleigh 496 ask for C Raynor.

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ATARI USERS if you are interested in joining the Greenwell User Group. Then please contact: Paul Hollins, 114 Queen's Road, Cheadlehulme, Cheshire SK8 5HS. Tel (061) 485 1126. Also basic and machine code programmers please.

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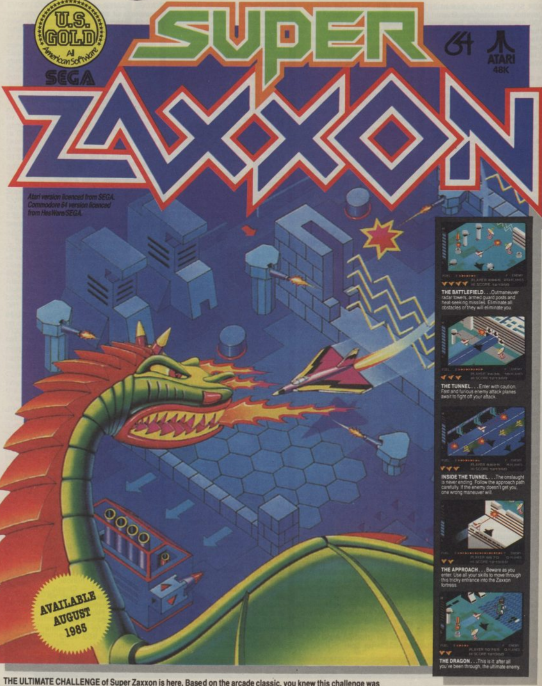

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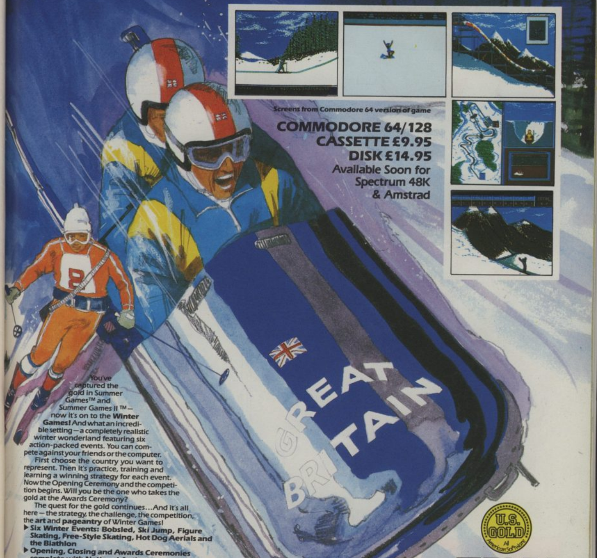

Screens from Commodore 64 version of game

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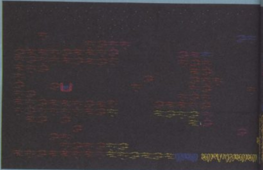
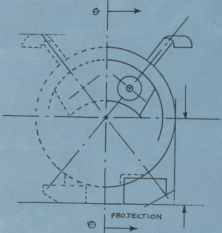
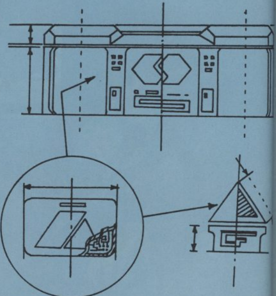
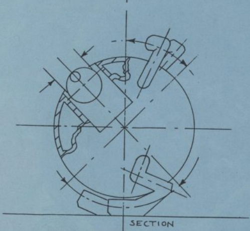
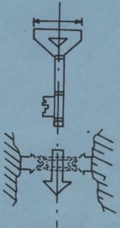


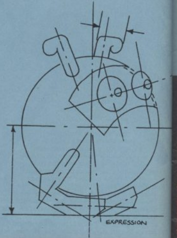
Stephen Crow is a brilliant programmer as Starquake, his latest smash hit creation, proves. But did you know that he's also a bit of an artist too? Well he is! And he drew the diagrams which go with our exclusive Starquake map. The diagrams show you just what to do with the objects and items you find and/or use in the Starquake maze.

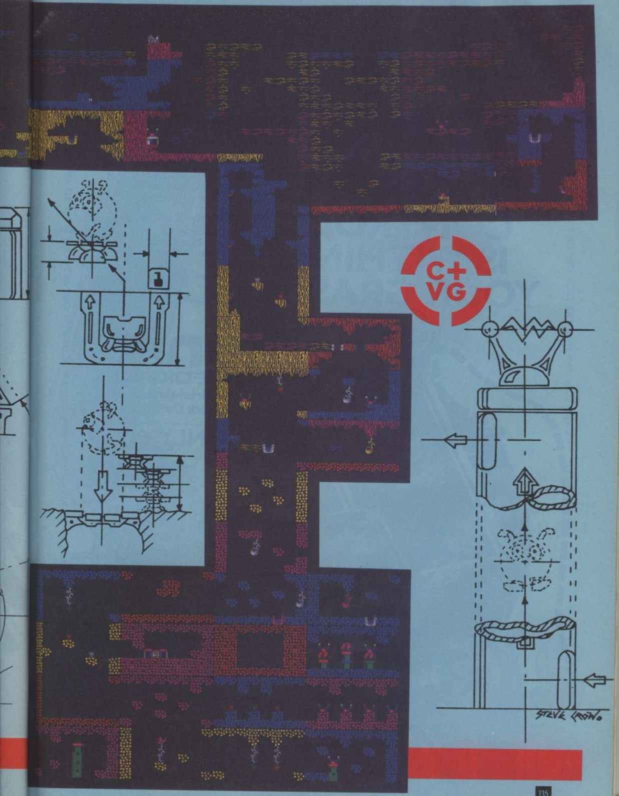








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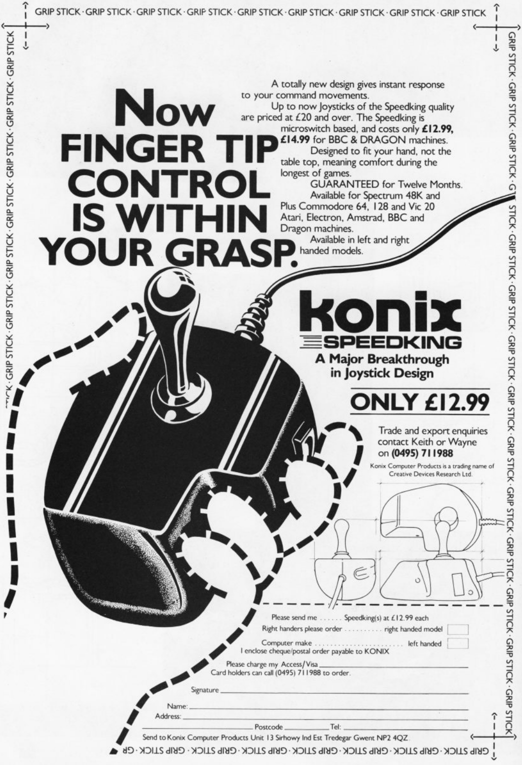
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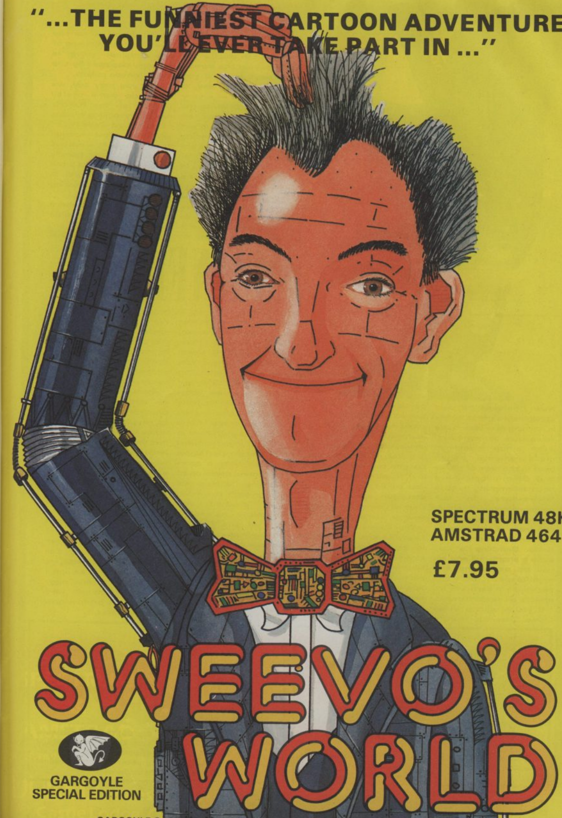

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MAINFRAME

Now it should be said straightaway that there is nothing new about the technique of sampling. Ever since electrical measurements began back in the days of Hertz and Ohm people have been attempting to take 'short-cuts' in the measurement of alternating signals whether in the from of voltages or currents; charges or fields. Sampling is just such a short-cut and we will be explaining the significance of the technique in terms of its effects on modern music.

If you bought a Video Game Cassette from a particular shop and it turned out to be duff, you could hardly say with any accuracy that 'All cassettes from that shop are dud'. If, however, you bought ten such games and found them lacking, you would have a much stronger case for saying that all games from that source were suspect.

The easiest sound to study is also the most boring to listen to — the sine wave. But it is easy to draw and chop up into samples and illustrates how the 'rules' affect the actual sound you hear! Take a look at the two drawings below [Fig. 1] and then at the two next to them [Fig. 2] . . .

This is the display you would see on the screen of an oscilloscope if you were observing, say, a 1000 Hz tone — a very pure whistle similar to the setting-up tone you can hear on the TV after shut-down in the evening or during the Test Card transmissions. It represents the change in voltage of the signal as a function of time.

Fig. 1a shows the pure sine wave and 1b shows what the display would look like if we 'chopped' it — switched it off and on continuously — at a speed five times faster than the sine wave's own, which in the case of our example is 1000 times per second. Thus the 'chopping' or sampling frequency is 5000 per second, or more commonly 5.0 kilohertz. Now you can see clearly that the outline shape of the sine wave is still there in Fig. 1b, but if you listened to the new sampled signal you would hear a composite sound made up of the original 1.0kHz signal together with the much higher pitched and relatively unpleasant sound of the 5.0kHz sampling frequency.

Let us suppose that we sample at 20kHz — a frequency only audible to a few humans and then only as a 'sensation' rather than a sound proper, although the dogs of the neighbourhood would object! — we see that the overall shape of the original wave is strongly depicted by the many sample pulses.

But, you may say, we could do some crafty filtering on the 5.0kHz sample by making what is called a 'Low-Pass Filter' which will allow through the original sine wave but will block off or heavily attenuate the high pitch of the 5.0kHz sound. A good example of filtering is wax in your ears!

All very fine, but where do the computers come in?

Back to our original graph. Look at pulse [A]. We can make some very useful measurements on this pulse in order to turn it into a form that a computer can recognize, store and then manipulate.

From Time Zero [when we start the sampling process] pulse [A] occurs at, say, 200 milliseconds. It has an amplitude of say, two volts. Immediately we have two measurements which define pulse [A] exactly and in terms which can be readily assigned to addresses in your computer's memory. So, if we have a sampling circuit [known as an Analogue to Digital Converter or ADC for short] and a computer with memory available, we can store the sampled sound for future playback. Next month we'll see how the professional musician uses it.

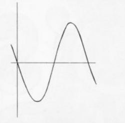

Fig. 1a] A full cycle of a sine wave at 1 kHz.

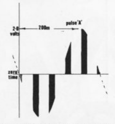

Fig. 1b] The same wave 'chopped' by a 5 kHz pulsed signal.

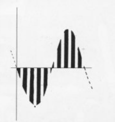

Fig. 2a] The sine wave chopped [sampled!] by a 10 kHz pulsed signal.

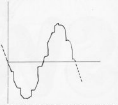

Fig. 2b] The sampled wave with the 'dots joined up' showing the approximation to the original waveform.

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THE SOFTWARE CHART

Hot off the presses is the latest *C + VG Gallup Software Top 30.* It's the most accurate and up to date chart currently published in Britain. Just one look through the latest *C + VG* charts will tell you which top name games are selling the quickest — making it easier for you to choose the shoot-em-up, karate game or boxing program you want. It's a knock-out.

● JANUARY

TOP 30/ALL FORMATS

● THIS MONTH	● LAST MONTH	● GAME	● MACHINE	● MANUFACTURER	● WEEKS IN CHART
1	1	**Way of the Exploding Fist**	SP, C64	Melbourne House	4
2	3	**Frank Bruno's Boxing**	SP, C64, AMS	Elite	4
3	2	**Daley Thompson's Super Test**	SP	Ocean	4
4	6	**Fairlight**	SP	The Edge	4
5	—	**Hacker**	SP, C64	Activision	—
6	16	**Fighting Warrior**	SP	Melbourne House	4
7	18	**Formula One Simulator**	SP, C64, C16	Mastertronic	4
8	8	**Finders Keepers**	SP, C64, AMS, MS	Mastertronic	4
9	4	**Now Games**	SP, C64	Virgin	4
10	11	**Action Biker**	SP, C64	Mastertronic	4
11	26	**Graham Gooch Test Cricket**	SP, C64	Audiogenic	4
12	—	**Spy vs Spy 2**	SP, C64	Beyond	—
13	5	**Summer Games 2**	C64	Epyx/US Gold	4
14	10	**Beach-head**	SP, C64, AMS, BBC, AT, ELEC	Access/US Gold	4
15	29	**Bored of the Rings**	SP, C64, BBC	Silversoft	4
16	—	**Impossible Mission**	SP, C64	Epyx/US Gold	—
17	—	**Monty on the Run**	SP, C64	Gremlin Graphics	—
18	17	**BMX Racers**	SP, C64, C16	Mastertronic	4
19	—	**Terrormolinos**	SP, C64	Melbourne House	—
20	9	**Hypersports**	SP, C64, MS	Imagine	4
21	19	**Chiller**	SP, C64, AMS, MS	Mastertronic	4
22	—	**Shadow of the Unicorn**	SP	Mikrogen	—
23	—	**Who Dares Wins 2**	SP, C64, AMS	Alligata	—
24	21	**Elite**	C64	Acornsoft	4
25	25	**Nonterraqueous**	SP, AMS	Mastertronic	4
26	7	**Sky Fox**	C64	Arillasoft	4
27	15	**Barry McGuigan World Champions**	C64	Activision	4
28	—	**Marsport**	SP	Gargoyle Games	—
29	20	**Karateka**	C64	Ariolasoft	4
30	—	**Sorderon's Shadow**	SP, C64	Beyond	—

AMSTRAD/TOP 10

1	**Way of the Exploding Fist**/MH
2	**Finders Keepers**/Mastertronic
3	**Frank Bruno's Boxing**/Elite
4	**Nonterraqueous**/Mastertronic
5	**Chiller**/Mastertronic
6	**Grand Prix 3D**/Software Invasion
7	**Lords of Midnight**/Amsoft
8	**Formula One Sim.**/Mastertronic
9	**Locomotion**/Mastertronic
10	**Highway Encounter**/Vortex

SPECTRUM/TOP 10

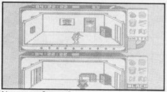
1	**Way of the Exploding Fist**/MH
2	**Daley Thompson's S.T.**/Ocean
3	**Fairlight**/The Edge
4	**Fighting Warrior**/MH
5	**Frank Bruno's Boxing**/Elite
6	**G. Gooch Test C.**/Audiogenic
7	**Shadow of the Unicorn**/Mikrogen
8	**Impossible Mission**/US Gold
9	**Bored of the Rings**/Silversoft
10	**Sorderons Shadow**/Beyond

C64/TOP 10

1	**Spy vs Spy 2**/Beyond
2	**Frank Bruno's Boxing**/Elite
3	**Summer Games 2**/Epyx/US Gold
4	**Way of the Exploding Fist**/MH
5	**Who Dares Wins 2**/Alligata
6	**Sky Fox**/Ariolasoft
7	**B. McGuigan W.C.**/Activision
8	**Karateka**/Ariolasoft
9	**Beach-head 2**/Access/US Gold
10	**Blackwyche**/Ultimate

BONUS FIGHT 1 SCORE
TIME
CANADIAN VS FRANK BRUNO

Frank Bruno's Boxing Number Two.



New entry Spy vs Spy.

MACHINE KEY

SP = SPECTRUM
C64 = COMMODORE 64
AMS = AMSTRAD
BBC = BBC
AT = ATARI
ELEC = ELECTRON
ENT = ENTERPRISE

COMPILED BY GALLUP

HALL OF FAME

HOTSHOTS

My Lords, Ladies and Gentlemen. This is the *Computer and Video Games* heavyweight championship of the month.

Introducing in the red corner, from Sale in Cheshire, 15-year-old Steven "Basher" Lambert, and in the blue corner, from Loughton in Essex, 16-year-old Jason "Bruiser" Guth.

This contest will be fought over ten rounds each on *Frank Bruno's Boxing* on the Spectrum. The contestant with the highest score takes the round.

The victor will win the highest accolade in British boxing — the title of *C+VG* October Hot Shot.

Right lads, let's have a good, clean fight and may the best man win.

Ding, ding…

Round One. Jason "Bruiser" Guth is off to a quick start, jabbing to the body and hooking to the head. He scores 28,590. Steven "Basher" Lambert fails to settle down quickly. Big fight nerves keep his score down to 28,290. Round one to Bruiser.

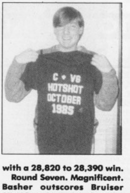
Round Two. Bruiser Guth is forging ahead, scoring 29,650 to Basher's 26,800.

Round Three. Could this be a walkover. Bruiser outpoints Basher again, this time by 27,600 to 27,530.

Round Four. Basher Lambert settles at last, giving Bruiser Guth a 30,800 to 28,680 pasting. But Bruiser still leads by three rounds to one.

Round Five. Basher's revival continues as he outpoints Bruiser 28,770 to 28,580.

Round Six. What a comeback. Basher Lambert draws levels with Bruiser with a 28,820 to 28,390 win.



Round Seven. Magnificent. Basher outscores Bruiser 27,610 to 26,960 to lead by four rounds to three.

Round Eight. Stunned into action, Bruiser Guth outpunches Basher Lambert by 29,330 to 28,280 to draw level again.

Round Nine. Back storms Basher to win the ninth by 29,530 to 27,550.

Round Ten. The moment of truth, Bruiser Lambert must win this round to draw the fight. Can he doe it? Yes, with the top score of the match 31,570 to 27,480.

At the end of ten rounds the result is a draw. But exhausted, battered and bruised as both men are, they both agree to fight a deciding round.

Round Eleven. What a contest. Bruiser Lambert summons up all his strength to beat Basher by 28,590 to 27,990.

So Ladies and Gentlemen, Steven "Basher" Lambert takes the title of *C+VG* Hot Shot of the Month.

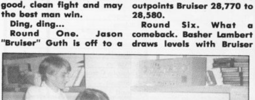
- The Hot Shot game for January is Alligata's *Who Dare's Wins* for the Commodore 64. Send your score on the printed coupon below to Hot Shot of the Month, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

The games that we have picked for previous Hotshot competitions have proved extremely popular with you, our readers. But not even *C+VG* gets it right all the time and we'd like to know which games you would like to see in the Hotshot Challenge.

So, don't delay get your nomination in the post now.

And please don't forget to keep sending your Hi-scores in.

You do want to get your name in the universe's best magazine, don't you?



HI-SCORES

We are still interested in your high-scores on various computer games. So don't forget to send in your scores and a photo of yourself — if you think we can stand it, that is.

JANUARY HOTSHOT

Name: ________________

Address: ________________

My score on WHO DARES WINS was: ________

Date: ________________

Witnessed by: ________________

JANUARY HI-SCORES

Name: ________________

Address: ________________

Name of game: ________________

I scored: ________________

Machine: ________________

T-shirt size (S,M,L): ________________

Witnessed by: ________________

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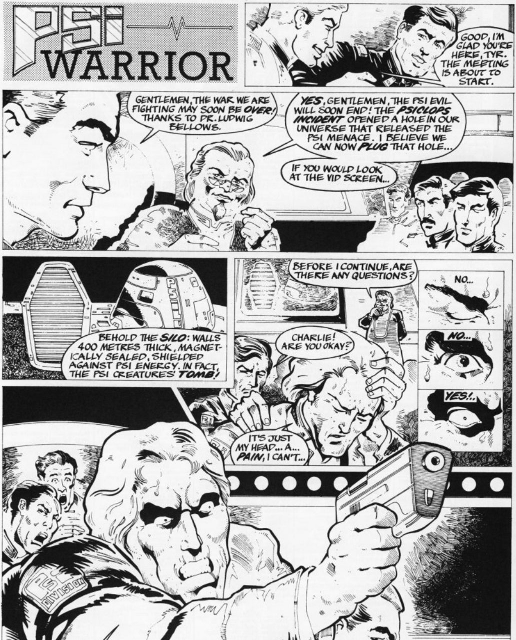
PSI WARRIOR
GOOD, I'M GLAD YOU'RE HERE, TYR. THE MEETING IS ABOUT TO START.
GENTLEMEN, THE WAR WE ARE FIGHTING MAY SOON BE OVER! THANKS TO DR. LUDWIG BELLOWS.
YES, GENTLEMEN, THE PSI EVIL WILL SOON END! THE PSICLOPS INCIDENT OPENED A HOLE IN OUR UNIVERSE THAT RELEASED THE PSI MENACE. I BELIEVE WE CAN NOW PLUG THAT HOLE...
IF YOU WOULD LOOK AT THE VID SCREEN...
BEHOLD THE SILO: WALLS 400 METRES THICK, MAGNETICALLY SEALED, SHIELDED AGAINST PSI ENERGY. IN FACT, THE PSI CREATURES' TOMB!
BEFORE I CONTINUE, ARE THERE ANY QUESTIONS?
NO...
NO...
YES!..
CHARLIE! ARE YOU OKAY?
IT'S JUST MY HEAD... A... PAIN, I CAN'T...
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YES, I HAVE A QUESTION! HOW WILL YOU BUILD YOUR SILO WHEN YOUR INVENTOR IS DEAD!
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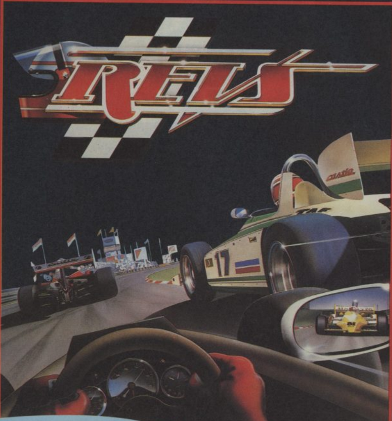

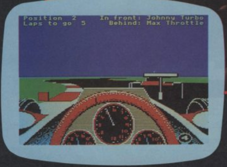

```
Position  2      In front: Johnny Turbo
Laps to go  5      Behind: Max Throttle
```

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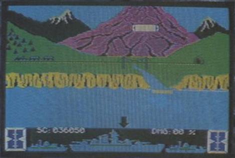

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CHIMERA DIARY

This is a story of torture, sleepless nights, self-denial and devotion to duty. In other words, the every day life of a computer programmer.

In this instance the programmer is Shahid Ahmad, creator of Chimera for Firebird. He claimed he could convert the game — about an investigation of a giant alien space craft orbiting earth — to the Amstrad in just one week.

Next month find out if Shahid succeeded in keeping to his deadline.

THE TASK

This entire masochistic campaign started when I boldly claimed that I could get a conversion up and running on the Amstrad within a week.

At that point, I did not even have an Amstrad, and the only thing I knew about it was that it had a sound chip and video chip similar to that of the BBC. Well that did not help, since I do not know anything about the BBC either.

The next day, Firebird told me what had been set up for me, and that I should start when ready! I thought that it might be an idea to buy an Amstrad first and learn something about it. That I duly did and here I am now, writing a prelude to a week that should stretch me to the limit. Can I do it? There is always a first time for everything.

DAY ZERO — TUESDAY

And so started the first day of my week of self-inflicted torture at 10.00 am, when most human beings are already hard at work.

I knew what had to be done first, and that was the graphics.

I had taken the liberty of writing a simple graphics editor from Basic, because without it, my task would have been rendered impossible.

Later on, amid a few short and frantic bass guitar slapping sessions, I coded some of the more mundane routines like collision detection and drawing the 3D screen.

I received my shiny new Hisoft CP/M & Macro Assembler this morning after finding bugs in the original version. I tested it on some large files and then everything went smoothly. I hope it continues to perform flawlessly. I worked a fourteen hour day and had three hours off.

The Amstrad has been on all this time and not a single crash or disk error, and no over-heating! I am pleased so far with my performance, and thanks to Phil Collins and U2 for getting me through the first day with my sanity (and my disks!) intact.

DAY ONE — WEDNESDAY

What is it that makes someone get up at 10.23 in the morning with a craving not for breakfast, but for a Joe Hubbard album? I won't keep you guessing, it is programming games! Even when you are doing a conversion, a bit of inspiration always helps, and mine is fuelled by listening to good bass playing, and occasionally playing bass myself, despite the fact that I'm awful!

Well I had a bit left over from yesterday, and I typed in the last remains of it and test assembled it.

The assembler did its job well, and my files were OK. It's strange working with a reliable system, especially after all the microdrive and 1,541 problems I'm used to!

Only two days have passed and I have written the bulk of the code and finished off the graphics bar a single toaster image, but I'm getting worried. Will I finish on time? Will my brain fail? Will the Amstrad give up the ghost? Will Joe Hubbard teach me how to play the bass?.

DAY TWO — THURSDAY

As you may have guessed, today hasn't been a bed of roses for me, quite the contrary, in fact! What annoys me is that I have wasted a whole day in search of a bug that didn't exist, and yes, you have guessed, it turned out to be a "feature" in my assembler package.

I've got used to it now though, and at the end of the day, the assembler I'm using with the Amstrad now is possibly the best I've ever used, and the only thing that bothers me about it is the slow editor.

Well, enough of my complaints, what have I accomplished you ask? I managed to get most of the major routines working and finished today, and the graphics I'm pleased to say, look truly superb. I'm now using a full height 18 row screen as opposed to a 14 row screen on my other versions, and I must say that the display is quite appealing. I should have done the adventure handler and the heater and missile subroutines, but I spent most of my time debugging and trying to get my blasted Epson FX80 printer to work with my Amstrad.

DAY THREE — FRIDAY

Today is the day that I attempted to get D.P.A working on the Amstrad. OK, I understand, you want to know what 'D.P.A' is about!

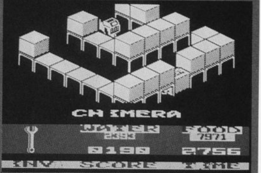
D.P.A is a near hysterical beast whose job it is to dynamically allocate priority for all moving and animated objects on a 3D isometric screen, thus "Dynamic Priority Allocator".

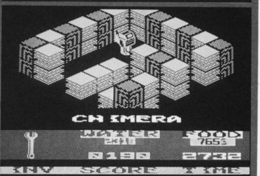
Most conventional methods re-draw the entire screen for every update of a moving object. D.P.A concentrates on monitoring only those areas of the screen where a change has occurred.

Well enough theory, all I know is that it isn't working and that deadline that I imposed upon myself is beginning to look very crazy indeed. I have looked just about everywhere in my code, and I can't see the flaw, though I've picked out a few typing errors and fixed those. Everything else looks all right, but I have until next Tuesday in which to debug D.P.A, and write the main game flow routines and the adventure handling stuff. Things don't look too promising.

The Amstrad has performed flawlessly throughout these four days, and aside from that, the assembler is quite fast, and Joe Hubbard's incredible bass playing keeps me awake in the early hours.

to be continued





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C&VG GOLDEN JOYSTICK AWARDS 1985/READERS POLL

C&VG GOLDEN JOYSTICK AWARDS 1985/READERS POLL

COMPUTER & VIDEO GAMES

Ever wanted to give a software company some stick? Of course you have. And now *C+VG* is giving you the chance to do just that. Yes, it's the **Golden Joystick Award** time again!

Just in case you've had your head stuck under a stone for the last couple of years we'll fill you in on what these annual awards are all about. It's YOUR chance to vote for the games that had you on the edge of your seat throughout 1985. YOU get to tell us what game should get the prestigious Game of the Year award. You choose which software house gets the ultimate accolade of a Golden Joystick. You choose the Programmer of the Year. Plus lots of other glittering prizes. YOUR vote decides who gets what.

The *C+VG* Golden Joysticks are the only major awards chosen by the people who actually play the games. That's YOU, the *C+VG* readers. Other awards are usually given away by people who probably haven't even held a joystick!

So if you want to get in on the act and tell us who should get our Golden Joystick Awards for 1985, just fill in the voting form below and rush it to Computer and Video Games, Golden Joystick Awards, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Don't forget to add your runner-up choice in each category — even if your favourite game doesn't win a top award it could always come a close second.

We're looking forward to getting your votes in — so get cracking! And remember — 20 lucky people drawn from the votes pile will get a free piece of software for their machine.

C+VG GOLDEN JOYSTICK AWARDS 1985/READERS POLL

GAME OF THE YEAR ______________________

Runner up ______________________

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Runner up ______________________

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Runner up ______________________

BEST ADVENTURE GAME ______________________

Runner up ______________________

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BEST ARCADE STYLE GAME ______________________

Runner up ______________________

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Runner up ______________________

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SEND US YOUR GAMES!

Have you written a games program that you'd like to see printed within *C&VG?* You have? Then fill in this form and rush it to us at Computer & Video Games, Program Listings, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We pay £25 for each listing we print — so get your game to us today!

We'd also like you to send us a photograph of yourself — it doesn't matter how silly you look — so we can feature your smiling face alongside your listing and make you REALLY famous. Money and fame — what more could you ask for?

Please fill in the form below carefully so we know exactly what's going on in your game. And please include full instructions and program details along with your tape. Don't forget to keep a copy of your game for yourself. We're afraid that we can't return your tapes to you.

Talking of tapes — that's how we'd like you to send your games in to us. On tape or disc — with a listing if you have a printer.

Lots of our readers have been asking just what happens to their games when they arrive at *C&VG*. Well, we send them out to our team of hard working reviewers who let us know just what they think of your game. If they like it, your tape will go into our "to be published" files. And that's where the waiting starts. We receive several hundred tapes each month — and loads of them are printable. So it can take quite a while to see your game in print. But we like to think that it's worth the wait!

And starting here and now you could become *C&VG's* Programmer of the Year — which we'll judge at Christmas time. So you could get an unexpected Christmas bonus. And don't worry those of you who already have had programs printed — you'll be eligible too!

Program name:..

Machine make:..Model..

Other models it should run on:........................Number of K needed to run it:........................

Other equipment (joysticks, Extended Basic, add ons, etc.) needed to run it:..

Author's Christian name:..Surname..

Address:..

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....Tel:..Date:..

Type of game: (If original please say so)..

Loading instructions:..

Game instructions: (If not included in the listing)..

....

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Office use only

Date received:..

Acknowledgement sent: ☐

Name of evaluator:..

Date sent out:..

Date due back:..

Needs to be returned to author for alterations: ☐ Date sent:....................

Due to be published in.. issue of magazine.

Evaluator's comments

Good enough to publish ☐

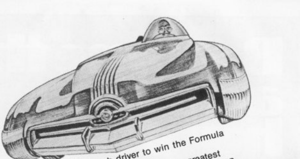
Needs some tidying up ☐

Not worth publishing ☐

Same game already published on this micro ☐

Wouldn't load ☐

C+VG COMPETITION



ELEKTRA GLIDE

Vroom, Vroom! It's time for all you armchair racers to take a firm grip on your joysticks and prepare to take off on a ride you'll never forget!.

Electra Glide is the new futuristic race game from **English Software.** It features some amazing sound, terrific graphics and is the fastest game around for the Atari and C64 right now.

You race through an ever changing landscape, through tunnels, across deserts and all the while strange things are bouncing up the road at you. And there's an alien craft that just loves to construct deadly road blocks at crucial moments!

If you'd like to take a ride on the road that goes on forever, why not enter our special Electra Glide competition?

English Software are offering 100 cassette versions of their new hit game to *C+VG* readers. There are 50 **C64** versions and 50 **Atari** versions up for grabs. All you have to do is answer the simple Electra Glide quiz below and a copy of the game could be yours.

Normal *C+VG* competition rules apply, closing date for the competition is January 16th and the Editor's decision is final. Now get into gear and race to your nearest post box with your entry form!

ELECTRA GLIDE QUIZ

1. Who is the 1985 Formula One World Champion?
2. Which is the fastest Grand Prix racing circuit? Is it a) Monza b) Silverstone c) Monaco d) Zandvoort?
3. Name the last British driver to win the Formula One Championship.
4. Which Grand Prix driver has won the greatest number of F1 races? Is it a) Jim Clark b) Nelson Piquet c) Jackie Stewart d) Niki Lauda?

C+VG/ENGLISH SOFTWARE ELECTRA GLIDE COMPETITION

My answers are:

1 ....

2 ....

3 ....

4 ....

Name ....

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....

I own an Atari/Commodore 64 (delete where applicable)

THE FLINTSTONES

Did you know that the first Ghettoblaster was invented in the Stone Age? Bet you didn't. But recent evidence of a fossilised ghettoblaster dug up during archeological work on a building not a million miles away from Priory Court proves that stone age man was listening to heavy rock music long before the Iron Maiden appeared on the banks of the Thames.

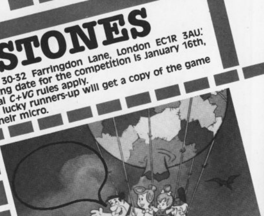
Now *C+VG* are proud to announce that one of our lucky readers will be able to win a replica of one of these historic devices — and this one used to belong to that well known cave-person Fred Flintstone!

To celebrate the launch of their brand new **Flintstone** game **Quicksilva** have given us a **National Panasonic** ghettoblaster to give away — just like the one Fred listened to his favourite rock bands on.

So what do you have to do to win? Simple. We've printed a picture of Fred with an empty speech bubble. All you have to do is fill in the bubble with a suitable funny comment and rush it off to *Computer and Video Games*, Flintstones Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Closing date for the competition is January 16th, normal *C+VG* rules apply.

Ten lucky runners-up will get a copy of the game for their micro.



C+VG/QUICKSILVA FLINTSTONES COMPETITION

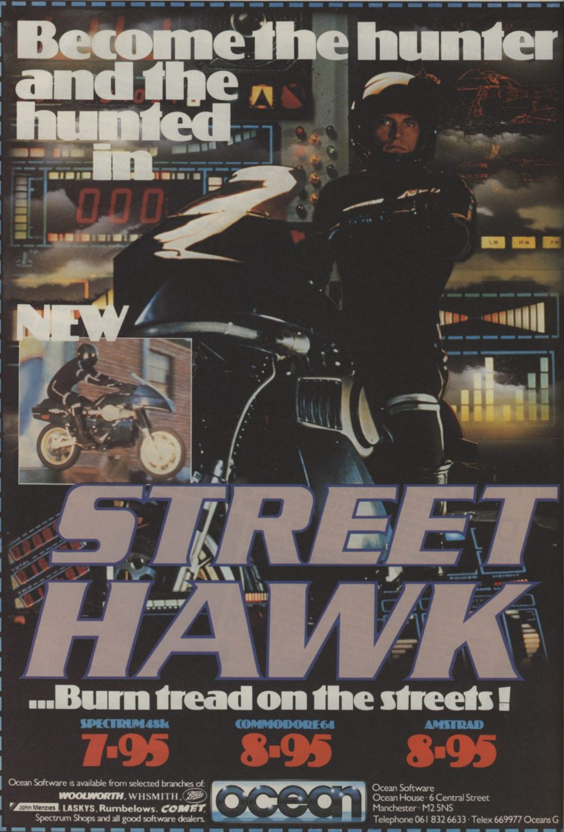
Name..

Address..

....

Computer owned. C64 ☐

Spectrum ☐ (tick box)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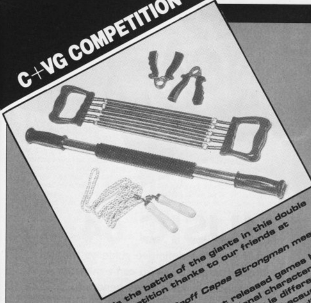
C+VG COMPETITION



It's the battle of the giants in this double competition thanks to our friends at Martech.

Yes, it's *Geoff Capes Strongman* meets *The Zoids!*

Martech have just released games based on these fact and fictional characters.

Geoff Capes Strongman is different from previous sports simulations because it does not rely just on "joystick bashing".

Strategic planning is needed to bring Geoff to the peak of his physical fitness to undertake his strongman events.

Zoids is an all action battle game based around the popular toys.

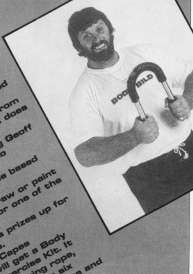
What we want you to do is draw or paint a picture of strongman Geoff or one of the battling Zoids.

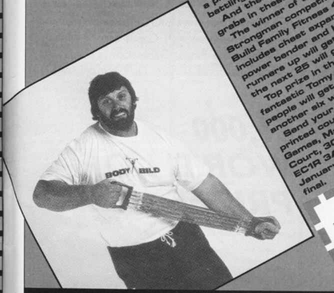
And these are the fabulous prizes up for grabs in these competitions.

The winner of the Geoff Capes Strongman competition will get a Body Build Family Fitness 4+ Exercise Kit. It includes chest expander, skipping rope, power bender and hand grips. The six runners up will get copies of the game and the next 25 will get a game poster.

Top prize in the Zoids competition is a fantastic Tomy Omnibot. The next six people will get copies of the game and another six will receive a Zoids wind-up toy.

Send your drawing together with the printed coupon to Computer + Video Games, Martech Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The competition closing date is January 16th and the editor's decision is final.





C+VG/MARTECH COMPETITION

Name ____________________

Address ____________________

____

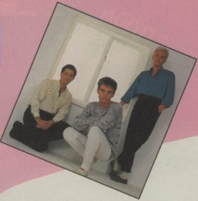
Please specify your computer

Zoids — Spectrum ☐ CBM 64 ☐ BBC B ☐ Amstrad ☐ MSX ☐ Atari ☐

Geoff Capes Strongman — Spectrum ☐ CBM 64 ☐ BBC B ☐ Electron ☐ Amstrad ☐ MSX ☐

COMMODORE user

THIS MONTH



MUSIC 64

This is it — the definitive guide to musical add-ons for the 64. You can't miss our music special in your newsagents next month. It will have a flexi-disk on the front cover with a medley of hits by **Heaven 17** — composed on the new TMS music system. Discover the sounds hidden in your 64 with this definitive guide.

G FORCE

The crack team have been busier than ever lately writing our new BIGGER reviews of the latest Christmas releases. For your enjoyment we check out Jeff Capes Strong Man Game, Rock and Wrestle, Rambo, Commando, Lord of the Rings, Gyroscope, Mercenary, all the cheapies, and all the compilations. Just don't forget, G Force reviews are always first and best.

HAPPY HACKER

Introducing a new Mr. Hacker with a new look guide to whats going on at Compunet and Micronet. Plus MODEMS — what are they, which one, how much, and where to buy.

FREE TYPE IN GAMES

Can't afford ten quid for the latest smasherooney? Worry not, there are always short, free games to type in CU.

HOT SHOTS

All the news that THEY don't want you to know about in this New Year Sleeze Special.

£1,000 WORTH OF PRIZES

Win TMS Music Systems, Elektra Glide's, Zoids and a free Commodore User a month for 1986.

On sale Saturday December 21.
Make sure of your copy now.

C+VG Mailbag

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
LONDON, EC1R 3AU

● Congratulations to *C+ VG.* I've received you October issue and I liked the new look you gave to it. I liked *The Bug Hunters* cartoon. It made up a bit for the loss of The Bugs.

I liked your *Lord of the Rings* article. Give my congratulations to the artist, Chris Achilleous. His illustrations in the article are incredible. However, there were two pieces of misinformation in the article. The third book is called *Return of the King* not Ring and the final defence was against Sauron, not Saruman, who, by then, had been imprisoned in Isengard by the Entsy.

Unfortunately, the article didn't say which machine the adventure will be available on. I suppose it'll be on the Spectrum first, like Mr Michell's previous programs. It almost makes me wish I had the Spectrum and not the '64. I hope he'll translate it (preferably on to disk) to the '64 soon.

I like your *Konan the Barbeque* cartoon. I'm sure there are many cartoonists out there who can produce cartoons like that, too. Why don't you put the cartoon on the borders of the pages like in the '*Mad*' magazine?

It'll make your already enjoyable magazine much better. I find American computer magazines too serious for my taste. Hooray for British mags!

Also, will the adventure team please state in ALL their reviews which machines an adventure program is available on, which one was used for the review and which company released it. It's frustrating reading about a good adventure and not knowing where to get it and on what machine it can be run on.

Finally, llamas are the greatest. Long live Jeff Minter! May his hairy creations never cease to flow from his fingers.

Soh Kan Yung
Malaysia.

Editor's replay: Another well known C64 magazine may already have cartoons in the borders, Soh — we could be accused of copying if we did the same! Thanks for putting us right on the Rings!

● I was relieved last Christmas when my father, instead of buying one of those machines that your magazine seems to be obsessed with, walked in with an Atari 800XL, which didn't close his bank account.

I have been buying your excellent magazine for around two years now, but I am starting to have second throughts about rushing down to W. H. Smiths every month to buy a copy, as your magazine seems to specialize on the Commodore and Spectrum.

Nowadays, it only takes seven minutes to read all of your magazine. Have I got a gift for English, or is it that there is nothing to interest me and my fellow Atari owners? Most of the seven minutes is spent reading the fantastic advertisments from US Gold, which leads me to my next point, why do you always review the U.S. Gold games for the CBM64/C48? Is your Atari machine thrown in a corner collecting dust?

How about borrowing some of the latest excellent Atari software from Silica Shop? Or why not pop up to the fantastic English Software company and give some of their games a pounding.

Just one more thing, I plead with you to review some Atari games, so Atari owners can enjoy your magazine as much as the other computer owners.

S Butler
Bradford.

Editor's reply: Don't know how you can say we ignore the Atari, Mr Butler. We devoted eight pages exclusively to the Atari in our August issue. And in our reviews we generally say when a game is available for your favourite machine.

● I am writing to simply say that your magazine is THE best! Your free posters and games book are sensational.

Your previews and reviews are mega excellent! YOUR fantastic book of maps is magnificent. Your competitions are eeeazzy — don't make them harder now I have said that.

I first bought a copy of your magazine at a jumble sale. (What? — Ed)

It was the March 1985 issue, and I have been collecting it since then.

Your modern look for the magazine is mind boggling. The very thought of your next issue makes my brain fizz.

I always like your maps, hints and tips because I collect them. I have got enough maps from you to start a shop!!

I think your magazine is going to go down in history as the greatest and the most enjoyable magazine ever. Your Bug-Hunters and Psi Warrior comic strips are hillarious. Of the Bug-Hunters, I especially like Big Red. He may be daft, but he is cute.

Your reviews are good — but please make them a teeny weeny bit longer. I think I have just about got the message through to you that your magazine is the BEST in the universe and now will you please, please, please let me have one of your t-shirts with that cute little (little? — Ed) Big Red on the front? Please.

James Dodd
Leicester

Editor's reply: I knew there had to be a catch.

● This is the first time I have written to your magazine, mainly because it is the first time I have bought it. My regular magazine is CRASH because of their playing tips section, but I think I will start buying *C+ VG* as well, or instead of.

The main reason for this drastic action is your Microsell section, Penpal section and all those competitions. It's okay reading reviews, you know that what you are looking at you can buy. But in *C+ VG* you get reviews for the majority of computers and you can contemplate which machine has the best games and then go out and buy it.

Dezzy Gibbons
Ireland

● At long last I am the proud owner of a Commodore 64 and I am so pleased I felt that I must write to you about it. I never believed that the 64 could be such a good machine and it was well worth the wait.

Last week I bought three games. *Ghostbuster, Lazy Jones* and *Frak*. After playing them for about two days I managed to reach good hi-scores. For *Ghostbuster* I reached $29,000 which I was proud of until my boyfriend, Colin got $171,300. I couldn't understand why we were given account numbers until we loaded the game in again a few days later and found that we could use our account numbers to continue the game.

Frak is the most challenging game that we have ever owned and I think that it is a terrific game. I can reach the fourth level and Colin can reach the fifth. We both think that this game is marvellous and highly addictive and spend a lot of time playing it and even sometimes well into the morning. Do you know if you can get extra men along the way, or not? What tickles me about *Frak* is that you get a code for each different score you get. Colin's code is 'Hairy Hooters Fit Small Bugs Slowly' and the score is 21,000.

Just one more thing before I go. In the March edition of Computer + Video Games you printed a game for the Vic 20 called Hero. You said that it will run in 3.5K. This I have found is not true because I ran out of memory whilst typing it in. Does this mean that you have to have 16K?

Well I think that is about it for now. If ever you decide to include the games I have mentioned in your Hall Of Fame, please include our hi-scores. Keep up the good work and keep printing lots of programs for the Vic-20 and Commodore 64.

Marika Pollek,
Reading

Editor's reply: The answer to your question is Yes — you do need 16K, Marika.

● I have recently bought a copy of Palace Software's *Cauldron* for the Spectrum. I think that the game is very good but the sound is lacking a little.

However, I do have one very big complaint. This is to do with the free game on offer with *Cauldron* called *The Evil Dead.*

On opening my *Cauldron* cassette case I looked for the instructions. Hold on! What's this? No instructions to either game, only a pathetic effort of a poem!

So, I open *C+ VG*, find the review of Caldron and at last find out what to do in this game.

But what about *Evil Dead*? I cannot find any instructions to this game anywhere. It is very annoying. Can anyone help me? I am sure that many other readers are faced with the same problem.

However, I must say that it is a good idea to have two games on tape, as it gives you value for money. I have noticed a few other software companies doing this, but not very many. Many people would choose a pack of two high-quality games on one tape rather

CONTINUED OVER PAGE

Mailbag.

COMPUTER + VIDEO GAMES
30-32 FARRINGDON LANE
LONDON, EC1R 3AU

than one game on its own.

And now to another complaint about the *Cauldron* package. In the game itself, a small flashing bag and similar chest can be found. On collecting these, they appear on the two scrolls on the top fo the screen. What are they for? Decoration? They are certainly not ingredients for the notion.

D Cartwright
Clwyd

Editor's reply: OK, Bug Hunters! Get out there and get some Cauldron tips — and some instructions for Evil Dead while you're at it. Can anyone else help?

● I think your magazine is great! I think Anirog's games are great. Have you seen *Tom Thumb*?

The Bug Hunters are great, I like Big Red and B-Con.

Now a grumble. Why have the charts been shifted from the nice large colourful centre pages, to a boring black and white pictureless page?

Would you do a *Wunda Walker* review for us Vicsters? IN case you don't know it is made by Interceptor Micros. Here is a quick tip for other Vic 20 owners. On *Matrix* for Vic-20 16K, to get onto the next level, hold down the following keys:- SHIFT, SPACE, D,C, and F.

I promise it does work — well, on my computer anyway!

One last word — thanks Keith, the Helpline is great. I would be even better if I could have *Mission Impossible* tips.

Marc Wallage
Suffolk

Editor's reply: We wanted to give our reviews more colour Marc — and give our readers those special free pull-out posters. That's why the chart had to be moved. We'll keep an eye out for Vic games too...

● We read daily of the current downward trend in the computer industry. This includes the demise of many famous software companies, computer manufacturers and even computer magazines.

The computer user groups have also suffered during these difficult times, I understand that the Scunthorp club (from my own area) have had to close through lack of support.

Our own group, The Doncaster & District Sinclair Computer Club, has also suffered from falling membership. Two years ago we had over 50 Members but by June of this year numbers had fallen to 20. However, we feel that 1985 has been a turning point for us; we have transformed an ailing club into a thriving and forward looking user group.

We have learnt the importance of regular discussion and business meetings, where Members can express their views about current issues. We maintain interest in Basic programming by holding monthly programming competitions and occasional computer oriented quizzes, crosswords and puzzles.

If any member has purchased new software, they bring it the meeting for us all to see, and we have found that this has saved many an expensive mistake by other members. Not all the software lives up to its advertising.

We have had good response to a recent intense advertising campaign, although there is always room for new members and new ideas. In conclusion, I would like to say that, if there are any other groups going through difficult times, keep fighting for your club, it's well worth the effort.

Should any of your readers be interested in either starting their own group, or learning about ours, I would be happy to hear from them at the address below.

Linda Aberombie
2 Springwell lane
Balby
Doncaster
DN4 9AB

● Guess what, I — or should I say my brother – owns a machine, an Atari 600XL 64K. By the standards I expect from this machine I haven't seen one solitary game for it worth buying.

My brother loves adventures especially Level 9's. I'm a "zap it before it moves" addict, but I must admit Level 9 adventures are superb.

Have you seen *Attack of the Mutant Camels*? Good ole Jeff does it again. I luv it.

Anyway, I just don't know why the big Commodore and Spectrum only software houses don't program on the Atari. It is a very good machine by all accounts.

So come on Ultimate, Mikrogen etc. Though I think I know what they will say, program a game worth marketing, and we will market it. Well, I'd like to see *Atic Attack*, *Alien 8* or *Pyjamarama.* Will Automata even bring out Pi-Mania for the Atari, will Ultimate ever program for ye olde Atari?

It looks like I shall just have to go and have another bash at *Star Raiders.*

Francis Crower
Ireland

● Last Christmas my brother and I received a CBM-64. At first everything was going fine until one day the delete key came off.

It was taken back to the retailer and sent off to Commodore. When it arrived back, I played on it for a few hours. After a few days it went wrong again.

Weird messages were put on the screen and sometimes there was no K to use.

I was very annoyed and we had it sent back to the retailer who in turn sent it back to Commodore. When it arrived back, I started playing and once again it went wrong.

If anything was typed in, the first letter was always missed off. When I loaded a game the first part of the graphics were missed. Eventually it got worse. We took it back again — and told them we had had enough. After careful consideration we decided on an Amstrad and haven't had any problems since.

Simon Perry
Grimsby

● Thanks for printing the best computer mag out. In Australia, *C+VG* comes at least two months after the publishing date but it is well worth the wait. Every month, I go to my local newsagent to see if your magnificent magazine is in.

Most of the time it is, but sometimes it goes so fast I cannot get a single copy and I have to wait the whole month for the next issue. I have just bought the August issue and reading through it, I find the usual superb articles full of good advice for every serious computer gamer. My favourite articles are Arcade Action and Mailbag because Arcade Action tells me what games to play at the arcades and Mailbag is bursting with hints for my computer which is the TRS-80.

After hearing so much about Software Projects' *Jet Set Willy*, I decided to send away for it. I was surprised to find that the game had arrived two and a half week after I had sent the order off, which is great! A normal letter across town in Victoria can sometimes take a month. Bravo to Software Projects for fast service and producing the best game out. for the Dragon.

Now I have a few questions to ask. Since Jet Set Willy is an auto-executing game on the Dragon, is there any poke or command that will give me infinite lives and also a command that will allow me to jump from any height and not be killed?

I know that you are sick of receiving pokes for this game but it would help a great deal if someone could come up with an answer.

John Silverman
Victoria
Australia

Editor's reply: Can anyone help John with his poke problem? Write to us and we'll pass your tips on to him.

● I would like to inform you of something that happened to me because of one of your adverts. I own an Atari 800XL and saw an advert in one of your issues for Software World in Birmingham. My father had to go to Birmingham so naturally I remembered this advert and grabbed the opportunity of visiting this "marvellous" first-floor Atari centre.

When in Birmingham I spent a fair amount of time searching for the street. When eventually I found it I saw it had closed down. "Just my luck" I thought. There was a poster, though, saying where the Atari centre had moved to. So, it was out with the A-Z. When I eventually arrived I was horrified to see that it was no bigger than a little newsagents. I went in anyway, enquired about some games which they stated did not exist.

The assistants did not know what they were talking about, the shop was badly organised and the range of software very limited. I had had a totally wasted journey.

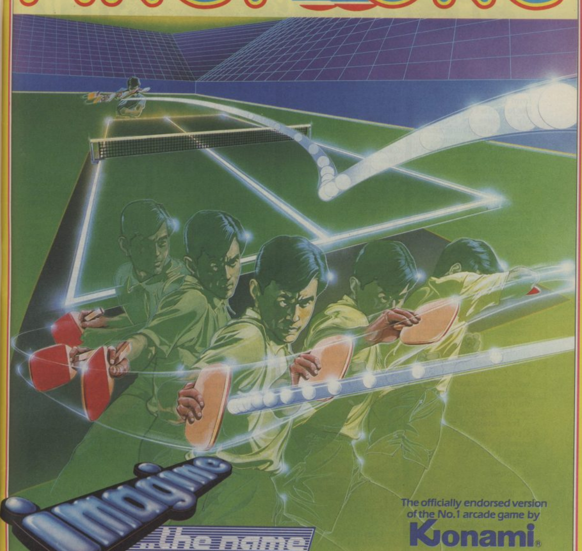
A couple of weeks later I saw a micro-ad for another Atari software library in Sunderland. I rang up on the Sunday night and by Tuesday morning I had received full details and a cataluge which contained a wide range of new and exciting titles.

The moral of the story? — this just goes to show that readers should consult the micro-ads and not be influenced by the size of an advert.

Luke Good,
Leicester.

ZX SPECTRUM £7·95
COMMODORE 64 £7·95
AMSTRAD £8·95

PING PONG


Imagine
...the name of the game
The officially endorsed version of the No.1 arcade game by
Konami®

Imagine Software (1984), 6 Central Street
Manchester M2 5NS. Tel: 061-834 3939. Telex: 669977

*You can almost feel the tension of the big match breaking through the screen . . . the expectant crowd is almost on top of you! You return the service with a **Top-spin Backhand,** then a **Forehand Back-spin,** the ball bounces high from your opponent's looping, defensive lob . . . **SMASH!** . . . a great shot opens the score . . . but this is only your first point! Play head to head or against the computer in this, Konami's first and best table-tennis simulation.*

Imagine Software is available from selected branches of: WHSMITH John Menzies WOOLWORTH LASKYS Rumbelows

Pen Pals Page

- I am a Spectrum owner from Germany and would like to contact other owners. My hobbies are collecting software and playing arcade and adventure games.

Andreas Schnoedewind
Dessauerstr. 58a
4050 Moenchengladbach 1
West Germany

- I am writing to inform your publication that a new computer club has been formed in the Whitehaven/Workington area.

The club, which will be known as *The West Cumbria User Group,* will cater for computer and electronics enthusiasts.

Activities to be undertaken will include open evenings, computer courses and working on various computer and electronic projects. At present these include 6502 and Z80 machine code as well as an eprom programmer, graphics digitiser, lightpen and speech projects.

For details of the User Group, and dates of meetings, ring P. Majid (0946) 62732 or K. Purkiss (0946) 66586.

A. Johnson
Secretary.

- We would appreciate your mentioning the newly formed 'Christian Micro Users Association'. We hope to link together a large number of Christian micro users and also to promote the use of micros in Church activities.

There is not only a great need to discover the few individuals and companies producing 'Christian' software. But also to share the expertise and ideas of the many people who have sought to use micros in their church related activities. For further details, and a sample magazine, please send a S.A.E.

Christian Micro Users Association,
c/o 6, Walkley Street,
Sheffield, S6 SRG.
P. A. Clark
Sheffield
Sth Yorks

- We are a group of Spanish MSX users who would like to exchange ideas, experience and software with English users.

Club Usuarios MSX
Pza del Navio 1
28042-Madrid
Spain

- I would like to write to anyone who owns an Electron. I love *Chuckie Egg* but can only get to the 25th screen. Please write to me at:

P Cain
9 Puriri Street
Lower Hutt
New Zealand

- I own an Amstrad CPC 464 and would like to have penpals from anywhere. I am 17½ years old and I would like to write to someone about my age.

Adnan Abdullah Ali
PO Box 3740
Salmiya
Kuwait

- I am a boy from Finland who would like a penpal who has an Amstrad CPC464 or 664. I would like to exchange software, news and just talk about computers.

Mika Kuulasa
Katiskalahdenkatu 21'
35800 Mantta
Finland

- I am an America gaming nut, anxious to contact other Apple and Atari computer users throughout Great Britain. I am a student and just starting to program. My other interests are the writings of J. R. R. Tolkien, figurine painting and attending Sci-Fi conferences.

Riat C Fleischmann
3621 North 8th
Tacoma WA. 98406
USA

- Hi, I own an Atari 600XL and 1010 recorder and am looking for penpals from other parts of the world. I also have a Texas and PB-100 pocket computer. Please write to me and become by friend.

Luay Hmoud
PO Box 1318
Irbed
Jordan

- Hello everybody. I am a Spectrum fan and I would like to write to any other Spectrum owners from anywhere in the world. If you would like to write to me, please do.

Agust Arni Johnsson
Snorrabraut 50
105 Reykjavik
Iceland

- I own an Atari 800XL with disk drive. I would like a penpal to exchange software and information.

Stephen Parker
Scotland

- I am a lonely Atari owner here in Sweden and want to get in touch with other Atari owners to find out information and your views. My brother and I have an Atari 400 and 800XL, rama 1000 disk drive and 1010 cassette player. Looking forward to hearing from you.

Lar Broberg
Granstigen 8
S-620 20 Klitenhamn
Sweden

- I own a Spectrum and a wide selection of games, mostly arcade. I would like to be contacted by anyone, from anywhere, as soon as possible.

John E Restano
6/3 Kings Yard Lane
Gibraltar

- I am a Spectrum owner and I collect games. I would be interested in someone who would like to swap software, hints and tips.

Carles Ferry
Clot 25, A-1
08026 Bacelona
Espana

- I own an Atari 800XL, Data recorder and disk drive. I live in Somerset and would like to hear from other Atari owners.

Martin Rogers
Somerset

- I am a proud owner of an MTX 512 and, thanks to a cartridge produced by Memotech, I will soon be able to play Spectrum games too! I adore adventures and have quite a few, however I enjoy playing other games, too. I am looking for a penpal who owns an MTX or Spectrum. I don't mind the country.

If it's you, don't wait another minute, get pen to paper and write to the address below.

Dino Mangion
17 Zinnia Street
Sant Lucia
Malta

INDIANA JONES, J.R. & BRUCE LEE JOINED THE U.S. GOLD CLUB... ...NOW YOU CAN TOO!

You are aware only too well, the ability of U.S. Gold to bring to you the very best of American Software at British prices. Previously American Software, whilst recognised as being of brilliant concept and quality, has been prohibitive in cost compared to home produced packages.

In April 1984 that situation became history!

During 1985 U.S. Gold will be releasing titles from the following well known software houses: DataSoft/Synapse/Sega/Microprose/Cosmi/Access/Sydney/Sierra On Line/Advantage/Mindscape/American Eagle/S.S.I./Big 5/Funsoft/Penguin/PDM– and thats only Sixteen excellent reasons to join the U.S. Gold Club. Here's some more:

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Membership to the U.S. Gold Club will guarantee you a regular newsletter featuring software reviews, advertising material and future product information. There will be regular U.S. Gold Software offers and U.S. Gold merchandise offers. Be 'In the Know' before your friends.

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- NEWSLETTER
- U.S. GOLD MEMBERSHIP CARD

WARNING:
Desire for U.S. Gold Software might seriously affect your bank balance!!

To U.S. Gold Ltd., Unit 10, Parkway Ind. Est. Heneage St., Birmingham B7 4LY.
I would like to become a member of the U.S. Gold Club. I OWN A COMMODORE 64/SPECTRUM/AMSTRAD/BBC/MSX/ATARI. (Delete as appropriate)

I have enclosed a cheque/Postal Order for £9.99 + 75p (p+p) to U.S. GOLD CLUB For my Membership Fee I will receive a Sweatshirt (26/28" ☐ 30/32" ☐ S ☐ M ☐ L ☐). U.S. Gold Badge, U.S. Gold Poster, and my first Newsletter. I will receive a regular Newsletter and special U.S. Gold offers exclusive to members.

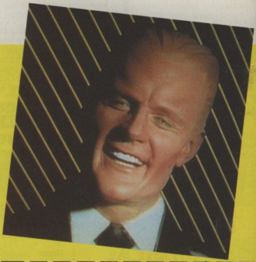
Name ....

Address ....

.... Post Code ....

NEXT MONTH IN C+VG

ON SALE JAN 16



• Crash! We've just hit you with one of the best issues of *C+VG* so far. We bet you're still stunned and amazed at the value we give you for your money.

And next month we're going to Zap you with an even better issue.

Some of our "rivals" out there in the rough, tough world of computer magazines have even had the cheek to put their cover price up to £1.95 for a "special" edition which gives you less than we do every month. Unbelieveable, isn't it?

Right, here's what you get for your 95 hard-earned pennies.

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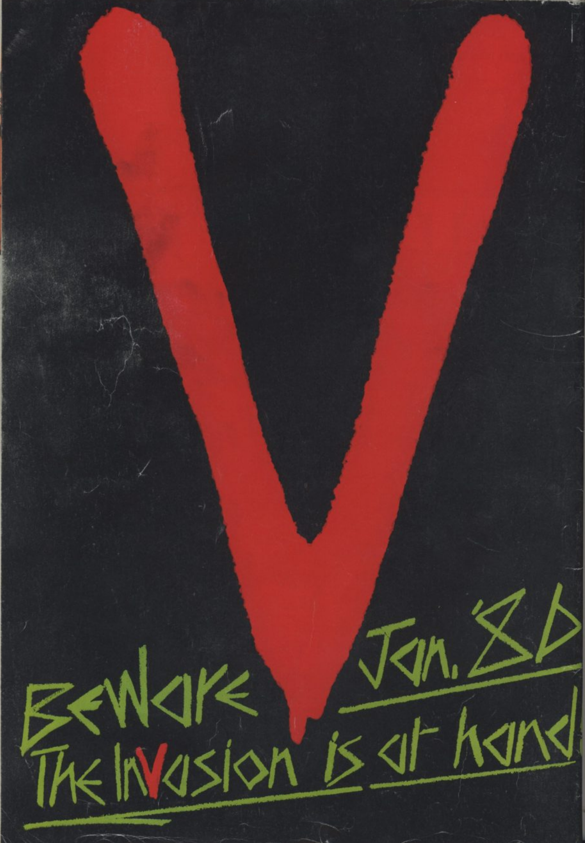
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